Official Strategy Guide

FORGOTTEN REALMS®

Baldur's Gate™

By
William H. Keith, Jr.
& Nina Barton

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William H. Keith, Jr. and Nina Barton

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Section I: Beginnings

The rain is coming down steadily now, an icy, sleeting drizzle from a lead-gray sky as cold and as bleak as your heart. You've just seen your guardian, kindly old Gorion, cut down by a party of nightmare beings who demanded that he hand you over to them. He refused... he told you to run... and his death bought you the precious handful of seconds you needed to dive into the forest and hide.

You've escaped... but for how long?

You sit there in the dark and the wet, wondering what to do next, which way to turn, what road to take. You have nothing but the meager items of arms and armor you managed to bring with you from Candlekeep. And... what was it Gorion told you before the attack? He said that if the two of you were to become separated, you should make your way to the Friendly Arm Inn. There are two friends of his there, Khalid and Jaheira, who might be able to help.

But... that's all.

You've led a sheltered life up until now. You've rarely been outside the comforting circle of Candlekeep's outer walls. The world, once so warm and sheltering, has suddenly become a very large, very dangerous place.

And, at the moment, you don't even know if you're going to be able to survive the night.

Prologue

Welcome to Faerun, the fantastic and vivid world of Baldur's Gate!

Baldur's Gate is Interplay's new CD-ROM role-playing game for your PC, an epic quest that lets you play the role of an adventuring hero in a land populated by monsters, strange beings... and overshadowed by a terrible evil that will doom the world unless you can face that evil and emerge triumphant.

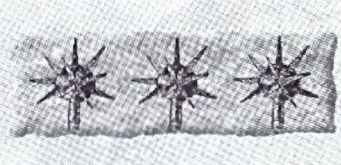
The Baldur's Gate Strategy Guide is divided into four sections. Depending on how much help you want with the game, you may prefer to avoid those sections that give away more of the story and background than you want. To let you know ahead of time, each chapter has been given a rating—in morning stars.

Rating:

- ***One morning star:*** *Nothing of importance is given away. The only material discussed is general background information and the mechanics of game play.*

Rating:

- ***Two morning stars:*** *Some information about the plot is revealed here. You might learn the names of people important in your quest, or be given specific hints about the twists and turns of a particular subplot.*

Rating: 

- ***Three morning stars:*** *A fair amount of information is given away here. A specific course of action might be suggested, though you won't know for sure if what is described is the best direction in which to go. Still, you'll be told how the story turns out, and you might not want to see that if you'd rather preserve some of the game's suspense.*

Rating:

- ***Four morning stars:*** *This material tells you exactly where to go, what to do, and might even suggest how to go about doing it. Don't look here unless you don't mind having much of the game's suspense and excitement spoiled for you!*

The rest of this introduction describes the different portions of the book.

Section I: Beginnings Rating:

This section is a fairly straightforward look at the mechanics of playing Baldur's Gate—how to create a character, how to move, how to fight. No game secrets are revealed here.

- ***Prologue:*** *A brief introduction to the Baldur's Gate Strategy Guide and how to use it.*
- ***Your Character:*** *This leads you through the process of creating your own character.*
- ***Getting Around:*** *This covers the basic point-and-click mechanics of playing the game.*

Section II: Diana's Quest

This section provides the player with a walkthrough of the entire game. It is presented as a journal kept during her quest by an elven/human fighter-mage named Diana Nightflame. Just remember—Baldur's Gate is a true role-playing game, a complete and detailed world where you can literally go anywhere and do anything. While you'll get some hints and clues to what you'll need to do in these chapters, Diana's story will almost certainly be quite different from yours!

Section II does give away some of the story secrets, and the further you get into the story, the more secrets are revealed. Each chapter is given a different morning star rating to reflect how much of the story plot is given away.

Read these later chapters sparingly, if at all, if you'd rather find out for yourself how the story is going to turn out!

Chapter 1: On the Road to Nashkel Rating:

The longest journey begins with a single step. *Baldur's Gate* begins with an introductory sequence with Diana within the walled fortress of Candlekeep. This is where you first learn how to get around in this world… and that not everyone here wishes you well.

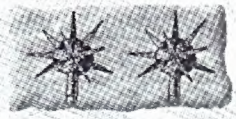
It continues with Chapter One, as Diana sets out on her quest.

Chapter 2:
The Iron Mines of Nashkel

Rating:

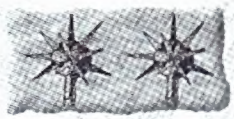
You'll need to find your way into the mines and confront the power responsible for the iron shortages here. Did you bring a light?

Chapter 3:
The Bandit Camp

Rating: 

You'll need to find the camp and infiltrate it to get what you need from the bandit leader. Stick 'em up!

Chapter 4:
The Cloakwood Mines

Rating: 

Hope you like deep, dark, labyrinths filled with hordes of unnamable horrors, because that's what you've got here. You'll have to get to the bottom of an evil plot before you can continue to...

Chapter 5:
Baldur s Gate

Rating:

Baldur's Gate is an enormous city. You'll be adventuring here for days while you search for the Iron Throne Base!

Chapter 6:
Back at Candlekeep

Rating:

Here you are, back where you started on your quest weeks ago! You'll run into some unexpected trouble here, so watch yourself!

Chapter 7: The Final Battle

Rating:

By now you ought to have assembled most of the pieces of the puzzle and have a pretty good idea of what you have to do. You're up against some big-time opposition, however, and it's not going to be easy. Good luck!

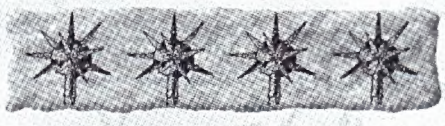
Section III: Baldur's Gate, The Subplots

Rating:

There are dozens of subplots, mini-quests, and minor characters to be met within the epic that is *Baldur's Gate.* This section lists most—but not all—of the subplots you might find yourself involved in.

This section is particularly useful if you encounter a character or a situation during your travels and aren't sure which way it's going to work out. Is what this guy is telling you true? Is it important? What might happen if you agree to help… or decide to run away?

Section IV: Baldur's Gate, The Essentials

Rating: 

This section lists each of the chapters given above, detailing the specific things you have to do to complete each one and move on to the next. It reveals some specific dangers and problems to be overcome, and also provides you with a complete map of the world of *Baldur's Gate*… invaluable if you're trying to figure out where to go next!

This section is short, but it holds nothing back. Look here only if you don't mind having everything revealed right away!

Section V: Secrets

Rating:

This section gives you some specific secrets and riddle solutions. Again, look here only if you don't mind having all of the answers given to you.

The World of Baldur's Gate

Baldur's Gate is a true role-playing game, an RPG in the tradition of grand quests and intricately detailed fantasy worlds. You take on the role of a character you create and name, a character whose strength and skill improves with each encounter he or she survives. You acquire companions. You learn to cast spells. You find, steal, or buy weapons, discover caches of gold or earn bounties, and stop off at the local inn to quaff some mead and listen to the latest rumors and gossip.

And it's also up to you to decide which way to go! Unlike most computer adventure games, you're not stuck on a single, narrow path in *Baldur's Gate*. All right, so maybe the character you just met is *really* anxious for you to go south. You can ignore him, and go east instead.

And that might not even be the wrong decision!

The world you have before you is huge and tremendously complex, as complex in some ways as a real world, and there are bound to be times when you find that you're lost. This guide is intended to give you hints and tips, to help you through some of the tough spots, perhaps make a suggestion here and there when you find you don't know what to try next.

Just remember that the story told in *Baldur's Gate* is different every time it's played anew. Your adventure will almost certainly have little in common with that of Diana Nightflame, save for what we call the Plot Essentials.

One thing that will always be the same, however. There are people—and *things*—out there that want you dead.

So watch your step, and keep your blade ready!

A wise old druid once said: "Everything in the world that is not directly related to your quest is there to make you stronger." Baldur's Gate abounds with opportunities to give your character more experience.

So the next time that huge, hairy hobgoblin comes charging at you, don't see him as a threat.

See him as another opportunity for self-improvement.

Your Character

Rating:

In *Baldur's Gate* you'll have the opportunity to create your own character, using an electronic die roll to generate the character's basic statistics—strength, endurance, intelligence, and so on. You'll want to give considerable thought at this point to just what kind of character you want to play—warrior or paladin, druid or ranger, elven priest or dwarven fighter.

Creating a Character

When the first *Baldur's Gate* selection menu appears, click SINGLE PLAYER. At the second menu, click NEW GAME to begin.

You'll now be faced with a number of choices. As you go down the list, each set of choices completed opens up the next section. Your first choice for your new character is…

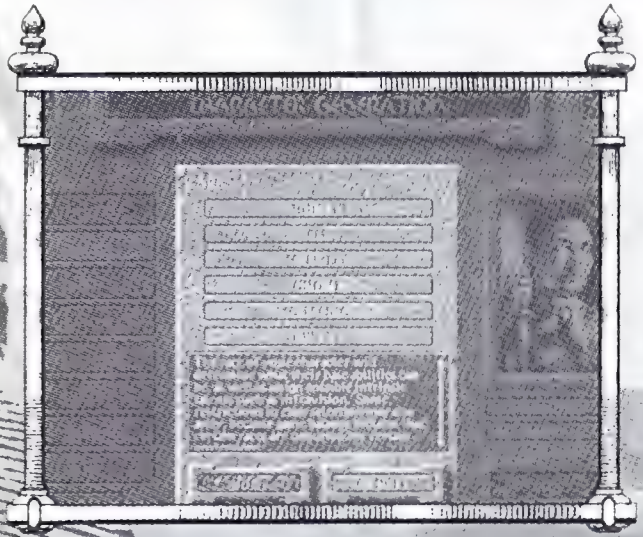
Gender

Click the Male or Female icon to select the gender of your character.

This choice is entirely up to you. Whether your character is male or female has no bearing whatsoever on what he or she can do, what weapons they can use, or what skills they can acquire.

Click DONE to complete your selection.

You'll then have the opportunity to page through several possible portraits of your character, using the arrow keys to the right and left of the portrait. Select the one that appeals to you, using the forward and back arrows on the screen to page through the selections, and press DONE.



We've always had a thing for beautiful female warrior/mage elf-human princesses. We select Female, and a picture of an elvish-looking lass, to begin our character-creation process.

Race

The race of your character determines what their base abilities can be, as well as assign possible intrinsic talents, such as infravision. Some races are limited in the classes (professions) they can choose from later on. There are no dwarf paladins or mages, for example.

You can choose from one of six possible races:

- ***Human:*** *Humans are the predominant race in Faerun. Humans rule most of the significant empires and kingdoms in the Forgotten Realms. They are the most social and tolerant of races, excepting perhaps the halflings. The only special ability that a human possesses is that they may advance as any class and advance to any level.*

- ***Elf:*** *Elves tend to be shorter and slimmer than normal humans. Their features are finely chiseled and delicate, and they speak in melodic tones. Elves are looked upon as being frivolous and aloof. They concern themselves with natural beauty, dancing, frolicking, and other similar pursuits. Their humor is clever, as are their songs and poetry. Elves have a natural resistance to charm and sleep magics. They can see in the dark with infravision, and they are very skilled in the use of the bow and the long sword. They have a bonus to their dexterity, but incur a penalty to their constitution. There are five racial divisions of elves within the Realms: Gold Elves, Moon Elves, Wild Elves, Sea Elves, and Drow.*

- ***Half-elf:*** *Half-elves are a mix of human and elven blood. They are a handsome folk, with good features from each of their races. A half-elf has the curiosity, inventiveness, and ambition of their human ancestors, and the refined senses, love of nature, and artistic tastes of their elven ancestors. Half-elves have a limited resistance to charm and sleep spells. They can see in the dark with infravision.*

- ***Gnome:*** *Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Gnomes, as they proudly maintain, are also less rotund than dwarves. Most have dark tan or brown skin, white hair, and rather large noses. Gnomes have lively and sly senses of humor, especially for practical jokes. They have a love for nature that is only matched by their love for gems and jewelry. Gnomes have natural resistance to magic. They can see in the dark with infravision. They gain a bonus to their intelligence scores, but incur a penalty to their wisdom.*

- ***Halfling:*** *Halflings are short, generally plump people, very much like small humans. Their faces are round and broad, and often quite florid. Their hair is typically curly, and the tops of their feet are covered with coarse hair. Overall they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humor, and homespun tales. Halflings are highly resistant to poisons and magic. They are naturally skilled with slings as weapons and have a limited ability to see in the dark. They receive a bonus to their dexterity and incur a penalty to their strength. There are three racial divisions of halflings within the Realms: the Hairfoot, Tallfellow, and Stout.*

- ***Dwarves:*** *Dwarves are short, stocky fellows, easily identifiable by their size and shape. They have ruddy cheeks, dark eyes, and dark hair. Dwarves tend to be dour and taciturn. They are given to hard work and care little for most humor. They enjoy beer, ale, and mead, but most of all, they love gold. Dwarves have a natural resistance to magic and poison. They possess infravision, which enables them to see in the dark. They gain a bonus to their constitution but incur a penalty to their charisma. There are four racial divisions of dwarves within the Realms: Shield Dwarves, Gold Dwarves, Wild Dwarves, and Duergar.*

We're creating an elven-human half-breed, so we select Half-elf.

Click DONE to accept your choice.

Class

A character class is like a profession or career. It is what your character has worked and trained at during his younger years. Each class has different special powers and abilities that are available only to that class.

Certain classes will be barred to certain races. Some classes will raise the character's statistics in abilities, such as strength or dexterity.

There are ten classes to choose from.

- ***Fighter:*** *The fighter is a champion, swordsman, soldier, and brawler, a man who lives or dies by his knowledge of weapons and tactics. Fighters can be found at the front of any battle, contesting toe-to-toe with monsters and villains. Since a good fighter needs to be strong to wield those two-handed broadswords and pack all of that armor, the character's minimum strength will be higher than normal.*

  Special Abilities*: None*

  Restrictions*: None*

- ***Ranger:*** *The ranger is a warrior and a woodsman, skilled with weapons and knowledgeable in tracking and woodcraft. A ranger needs to be strong and wise in the ways of nature and will have relatively high values for Strength, Dexterity, Constitution, and Wisdom.*

  Special Abilities*: The ranger has some weapon specialization. In addition, he has a "racial enemy." When you select the ranger as your character's class, you'll also have to choose one particular species of vermin that your character hates above all else. When you encounter that enemy in the game, you'll receive a bonus on your attack rolls but lose points in attempts to talk with them.*

  Restrictions*: Rangers must be human or half-elf and must have a Good alignment.*

- ***Paladin:*** *A paladin is a warrior bold and pure, the exemplar of everything good and true. Like the fighter, the paladin is a man of combat, but the paladin lives for the ideals of righteousness, justice, honesty, piety, and chivalry. He strives to be a living example of these virtues so that others might learn from him as well as gain by his actions. A paladin can turn undead at will, giving him a powerful advantage over some adversaries.*

  A paladin has a higher-than-usual minimum strength. In addition, his charisma is especially high (17 or 18) to reflect the fact that others look up to him as a true hero.

  Special Abilities*: Paladins have several special abilities… the ability to turn undead, to cure damage by laying hands on people, and to receive an automatic bonus of +2 to every saving throw.*

  Restrictions*: Only humans can become paladins. The must have an alignment of Lawful Good.*

- ***Cleric:*** *The cleric is a priest of any religion, one who tends to the spiritual needs of the community. He is both protector and healer. Don't think of him as meek and inoffensive, however. When evil threatens, the cleric is pledged to seek it out and destroy it.*

  A cleric should have a higher-than-usual minimum value for Wisdom.

  Special Abilities*: Like the paladin, the cleric can turn undead at will, and he can cast priestly spells.*

  Restrictions*: A cleric must be human and may not use blades or piercing weapons.*

- ***Druid:*** *The druid serves the forces of nature and balance; the wilderness is his community. He uses his special powers to protect it and to preserve balance in the world. He doesn't care much for those eyesores called cities.*

  Druids have higher-than-normal minimum values for both Wisdom and Charisma, and are of Neutral alignment.

  Special Abilities*: Druids have two special abilities—they can Shape Change, and they can learn and cast spells.*

  Restrictions*: Only humans or half-elves can become druids. Their armor is restricted to leather, and they can only carry wooden shields. Their choice of weapons is restricted to clubs, darts, spears, daggers, slings, and staffs.*

- ***Mage:*** *The wizard strives to be a master of magical energies, shaping them and casting them as spells. To do so, he studies strange tongues and obscure facts, and devotes much of his time to magical research. A wizard must rely on knowledge and wit to survive. Wizards are rarely seen adventuring without a retinue of fighters and men-at-arms. Because there are different types (or schools) of magic, there are different types of wizards. The mage studies all types of magic and learns a wide variety of spells. His broad range makes him well suited to the demands of adventuring.*

  A mage has a higher-than-usual minimum for Intelligence.

  Special Abilities*: A mage can cast wizard spells, making him or her a potentially very powerful character indeed.*

  Restrictions*: Mages may only be humans or half-elves. They cannot wear armor, and their weapons are restricted to daggers, staffs, darts, and slings.*

Thief: *To accomplish his goals, for good or ill, the thief is a skilled pilferer. Cunning, nimbleness, and stealth are his hallmarks. Whether he turns his talent against innocent passersby and wealthy merchants or against oppressors and monsters is a choice for the thief to make.*

Thieves need a good dexterity for picking pockets or locks, so this ability will have a higher minimum value for this character. Other abilities may be different for thieves who are members of different races.

Special Abilities*: Thieves have several special and very useful abilities. They can use stealth and can backstab, pick pockets, pick locks, detect traps, and disarm traps.*

Restrictions*: They may not have an alignment of Lawful Good, and they cannot wear any armor other than leather or studded leather (all that clanking of chain mail or plate gives them away when they're being stealthy, you know). Their choice of weapons is restricted to clubs, daggers, darts, crossbows, short bows, slings, long swords, short swords, and staffs.*

Bard: *The bard is also a rogue, but he's very different from the thief. His strength is his pleasant and charming personality. With it and his wits he makes his way through the world. A bard is a talented musician and a walking storehouse of gossip, tall tales, and lore. He learns a little bit about everything that crosses his path; he is a jack-of-all-trades but master of none. While many bards are scoundrels, their stories and songs are welcome almost everywhere.*

Bards have higher minimum values for Dexterity, Intelligence, and, especially, Charisma.

***Special Abilities**: The bard, like the thief, can pick pockets and locks. He can also sing Bard Songs, cast spells, and use the High Lore ability.*

***Restrictions**: A bard must be human or half-elf and must be of neutral alignment. He cannot use armor or a shield heavier than chainmail.*

Special Abilities

There are fifteen special abilities in Baldur's Gate, ranging from detecting traps or—for Level Seven druids—changing into an animal in combat, to turning undead or increasing the damage you do to an enemy as you increase in level. These are fully described in the *Baldur's Gate* game manual.

Some special abilities can be picked up along the way, no matter what your character's class. Use them! They're lifesavers in a tight spot!

***Multi-class:** A multi-class character improves in two or more classes simultaneously. His experience is divided equally among the chosen classes. The available class combinations vary according to race. The character can use the abilities of both classes at any time with only a few restrictions.*

There are ten possible combinations.

***Fighter/Thief:** This character can use the abilities of a fighter and a thief.*

***Fighter/Cleric:** This character can use the abilities of a fighter and a cleric.*

***Fighter/Mage:** This character can use the abilities of a fighter and a mage.*

***Mage/Thief:** This character can use the abilities of a mage and a thief.*

***Cleric/Mage:** This character can use the abilities of a cleric and a mage.*

***Cleric/Thief:** This character can use the abilities of a cleric and a thief.*

***Fighter/Druid:** This character can use the abilities of a fighter and a druid.*

***Cleric/Ranger:** This character can use the abilities of a cleric and a ranger.*

Your character's class may be limited by his or her race. The possible combinations of race and class include the following:

Humans: Can be any class except multi-class.

Elf: Can be anything except a paladin, druid, or bard. A multi-class elf can only be a fighter/thief, a fighter/mage, mage/thief, or a fighter/mage/thief.

Half-elf: Can be anything except a paladin. A multi-class half-elf can choose any of the available class combinations except cleric/thief.

Gnomes: Can be anything except a ranger, paladin, druid, mage, or bard. A multi-class gnome can be anything except a fighter/druid, a cleric/ranger, or any of the triple combinations.

Halfling: Can only be a fighter, a cleric, a thief, or a fighter/thief.

Dwarf: Can only be a fighter, a cleric, a thief, a fighter/thief, or a fighter/cleric.

Fighter/Mage/Thief: *This character can use the abilities of a fighter, a mage, and a thief.*

Fighter/Mage/Cleric: *This character can use the abilities of a fighter, a mage, and a cleric.*

- ***Specialist Mage:*** *A wizard who concentrates his efforts in a single school of magic is called a specialist. The number of spells he can cast increases, but he loses the ability to cast spells of the school in opposition to his specialty. Consider the advantages and disadvantages carefully.*
- ***Abjurer:*** *A mage who specializes in protective magics.*
- ***Conjurer:*** *A mage who specializes in creating creatures and objects to assist him.*
- ***Diviner:*** *A mage who specializes in detecting and divining magics.*
- ***Enchanter:*** *A mage who specializes in manipulating the minds of sentient beings.*
- ***Illusionist:*** *A mage who specializes in creating illusions to confuse and mislead.*
- ***Invoker:*** *A mage who specializes in manipulating energy.*
- ***Necromancer:*** *A mage who specializes in magic dealing with death.*
- ***Transmuter:*** *A mage who specializes in magic that alters physical reality.*

We want our character to be multi-class, so we click on that selection. On the multi-class menu, we select Fighter/Mage.

Click DONE to accept your choice.

Alignment

Alignment is how your character looks at the world, at its laws, at society, at whether it's all for one or every man for himself. This is the essence of true role-playing; your alignment will determine how your character should interact with his surroundings and with other characters. Read each selection carefully before choosing. If you wander too far from your alignment during the course of the game, you'll find that there *are* consequences to your actions!

There are nine possible choices.

- ***Lawful Good:*** *Characters of this alignment believe that an orderly, strong society with a well-organized government can work to make life better for the majority of the people. To ensure quality of life, laws must be created and obeyed. When people respect the laws and try to help one another, society as a whole prospers. Therefore, those aligned with lawful good strive for those things that will bring the greatest benefit to the most people and cause the least harm. An honest and hard-working serf, a kindly and wise king, or a stern but forthright minister of justice are all examples of lawful good people.*

- ***Neutral Good:*** *These characters believe that a balance of forces is important, but that the concerns of law and chaos do not moderate the need for good. Since the universe is vast and contains many creatures striving for different goals, a determined pursuit of good will not upset the balance; it may even maintain it. If fostering good means supporting organized society, then that is what must be done. If good can only come about through the overthrow of existing social order, so be it. Social structure itself has no innate value to them. A baron who disobeys his king's orders because he believes those orders to be evil, is an example of a neutral good character.*

- ***Chaotic Good:*** *Chaotic good characters are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. They have no use for people who "try to push folk around and tell them what to do." Their actions are guided by their own moral compass, which, although good, may not always be in perfect agreement with the rest of society. A lone, backwoods frontiersman moving on to "find more elbow room," or a Libertarian who believes government is the problem, not the solution, are examples of chaotic good characters.*

- ***Lawful Neutral:*** *Order and organization are of paramount importance to characters of this alignment. They believe in a strong, well-organized government, whether that government is a tyranny or a benevolent democracy. The benefits of organization and regimentation outweigh any moral questions raised by their actions. An inquisitor determined to ferret out traitors at any cost and a soldier who never questions his orders are good examples of lawful neutral behavior. We will have order, and the trains will run on time!*

- ***True Neutral:*** *True neutral characters believe in the ultimate balance of forces, and they refuse to see actions as either good or evil. Since the majority of people in the world do make judgments, true neutral characters are extremely rare. True neutrals do their best to avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain evenly balanced. True neutral characters sometimes find themselves forced into rather peculiar alliances. To a great extent, they are compelled to side with the underdog in any given situation, sometimes even changing sides as the previous loser becomes the winner. A true neutral druid might join the local barony to put down a tribe of evil gnolls, only to drop out or switch sides when the gnolls are brought to the brink of destruction. He would seek to prevent either side from becoming too strong. Clearly, there are very few true neutral characters in the world.*

- ***Chaotic Neutral:*** *Chaotic neutral characters believe that there is no order to anything, including their own actions. With this as a guiding principle, they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. Such characters have been known to cheerfully and for no apparent purpose gamble away everything they have on the roll of a single die. They are almost totally unreliable. In fact, the only reliable thing about them is that they cannot be relied upon! This alignment is perhaps the most difficult to play. Lunatics and madmen tend toward chaotic neutral behavior.*

Well… it seemed like a good idea at the time.

- ***Lawful Evil:*** *These characters believe in using society and its laws to benefit themselves. Structure and organization elevate those who deserve to rule, as well as provide a clearly defined hierarchy between master and servant. To this end, lawful evil characters support laws and societies that protect their own concerns. If someone is hurt or suffers because of a law that benefits lawful evil characters, too bad. Lawful evil characters obey laws out of fear of punishment. Because they may be forced to honor an unfavorable contract or oath they have made, lawful evil characters are usually very careful about giving their word. Once their word is given, they break it only if they can find a way to do it legally, within the laws of the society. An iron-fisted tyrant, a shady lawyer, and a devious greedy merchant are examples of lawful evil beings.*

- ***Neutral Evil:*** *Neutral evil characters are primarily concerned with themselves and their own advancement. They have no particular objection to working with others or, for that matter, going it on their own. Their only interest is in getting ahead. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it. Although neutral evil characters do not have the every-man-for-himself attitude of chaotic characters, they have no qualms about betraying their friends and companions for personal gain. They typically base their allegiance on power and money, which makes them quite receptive to bribes. An unscrupulous mercenary, a double-crossing informer who betrays people to the authorities, or an arrogant king who misuses his powers of office for power, sex, or personal gain are typical examples of neutral evil characters.*

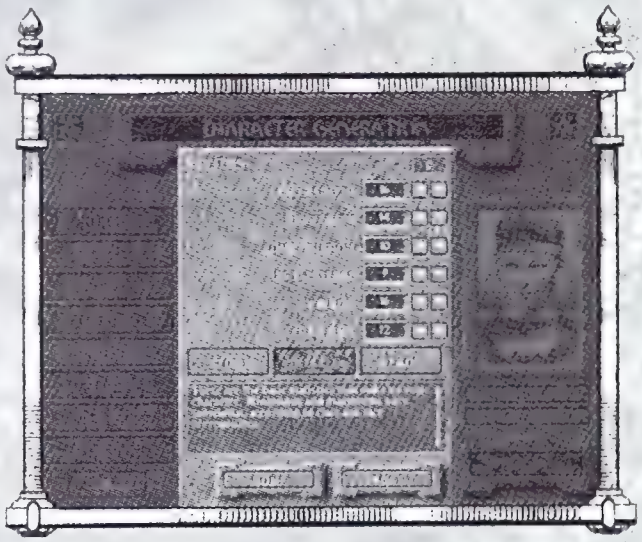
- ***Chaotic Evil:*** *These characters are the bane of all that is good and organized. Chaotic evil characters are motivated purely by the desire for personal gain and pleasure. They see nothing wrong with taking whatever they want by any means possible. Laws and governments are the tools of weaklings, unable to fend for themselves. Might makes right; the strong have the right to take what they want, and the weak are there to be exploited. When chaotic evil characters band together, they are motivated by a desire not to cooperate, but rather to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience. Since leadership is based on raw power, a leader*

Good? Or evil?

You'll have the opportunity to decide how your character is aligned... with the forces of lawful good, with chaotic evil... or perhaps somewhere in between. Be careful what you choose, and how you play the game afterward.

You'll be expected to live your character's life according to your decision.

is likely to be replaced at the first sign of weakness by anyone who can take his position away from him by any method. Bloodthirsty pirates and brutish monsters are examples of chaotic evil personalities.



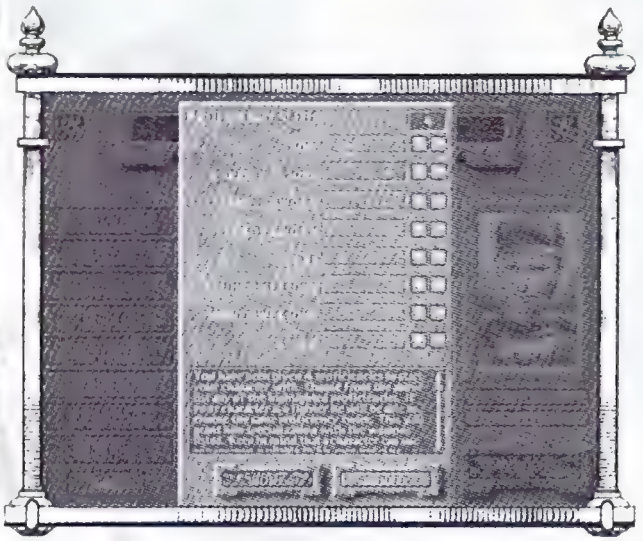
We've always had a strong leaning toward the libertarian philosophy, so we choose chaotic good as our alignment.

Abilities

These are the basic statistics that make up your character—your *character stats*, in role-playing terms. The base range of stats for each ability for humans is 3 to 18—a roll of 3D6. Characters may have the possible range of their stats modified up or down, however, depending on their race and their class.

- ***Strength:*** *Strength measures a character's muscle, endurance, and stamina. It is the prime requisite of fighters.*
- ***Dexterity:*** *Dexterity measures a character's hand-eye coordination, agility, reflexes, and balance. It is the prime requisite of the thief.*
- ***Constitution:*** *Constitution measures a character's fitness, health, and physical resistance to hardship, injury, and disease. This ability is important to the ranger.*
- ***Intelligence:*** *Intelligence measures a character's memory, reasoning, and learning ability. It is the prime requisite of the mage.*
- ***Wisdom:*** *Wisdom measures a character's enlightenment, judgment, and common sense. It is the prime requisite of the priest.*
- ***Charisma:*** *Charisma measures a character's persuasiveness, personal magnetism, and ability to lead. This ability is important to the druid, bard, and paladin.*

By using the plus and minus keys next to each trait on the menu, you can take points away from some traits and add them to others to get the balance you want. If you really don't like the hand you've been dealt, you can click REROLL to get a different list of values for the various traits.



We come up with the following values for our half-elven fighter/mage. Strength: 16. Dexterity: 14. Constitution: 15. Intelligence: 15. Wisdom: 12. Charisma: 15. This is a pretty good balance, on the high side for all traits. Our character may be lacking a little in common sense, but she's not on her way to being a cleric so that doesn't matter so much.

Click DONE to accept the values you have chosen.

Skills

These are the skills your character starts with at the beginning of the quest. Everyone has at least some proficiency with weapons. Some characters have magical skills as well.

Weapons Proficiencies

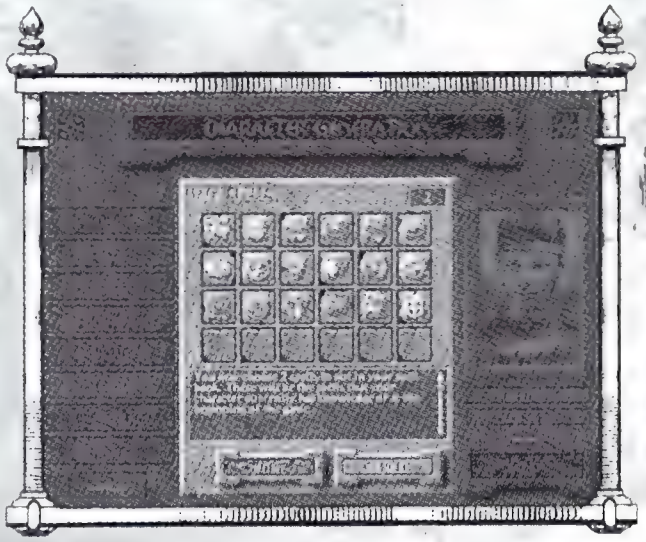
You have been given a number of weapons proficiencies—from one to four, depending on your character's class—to start with. Some weapons will be prohibited for certain races and classes. Choose any of the highlighted proficiencies from the following list. If your character is a fighter, he will be able to choose a proficiency twice; this will grant him specialization with the weapons listed.

There are eight different proficiencies to choose from.

- ***Bow:*** *This weapon class enables the character to use Long Bows and Short Bows.*
- ***Spiked weapons:*** *This weapon class enables the character to use Morning Stars and Flails.*
- ***Small sword:*** *This weapon class enables the character to use Daggers and Short Swords.*

- ***Large sword:*** *This weapon class enables the character to use Bastard Swords, Two-handed Swords, and Long Swords. The thief is able to take this weapon class, but he is only allowed to use the Long Sword.*
- ***Axe:*** *This weapon class enables the character to use Battle Axes and Throwing Axes.*
- ***Blunt Weapons:*** *This weapon class enables the character to use Maces, Clubs, Warhammers, and Staves.*
- ***Missile weapons:*** *This weapon class enables the character to use Slings and Crossbows.*
- ***Spear:*** *This weapon class enables the character to use Spears and Halberds.*

For our fighter/mage we take two proficiency levels in the Bow and two in the Large Sword. This should give us a useful balance between weapons that can kill at a distance and those that require getting up close and personal.



Click DONE when you've made your choices.

Mage Spells

Certain character types—mages and clerics—may choose a number of spells to put in their spell book. These will be the spells that your character has knowledge of at the beginning of the game.

You can choose your spells from any of those that follow.

Grease (Conjuration)

Range: 10 yards

Duration: 3 rounds plus 1 round/level

Casting time: 1

Area of effect: 30' x 30' square

Saving throw: Special

A Grease spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell or slip and skid, unable to move. Those who successfully save can reach the nearest non-greased surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area. This one is great fun at parties.

Armor (Conjuration)

Range: 0

Duration: 9 hours

Casting time: 1 round

Area of effect: Caster

Saving throw: None

By means of this spell, the wizard creates a magical field of force that serves as scale mail armor. It is cumulative with Dexterity and, in the case of fighter/mages, with the Shield bonus. The Armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until successfully dispelled or until the duration runs out.

Burning Hands (Alteration)

Range: 0

Duration: Instantaneous

Casting time: 1

Area of effect: Caster

Saving throw: 1/2

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. It jets out in a five-foot length, in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1D3 hit points of damage, plus 2 points for each level of the spellcaster—up to a maximum of 1D3+20 points of fire damage. Target characters that make a successful saving throw against the spell receive half damage.

Charm Person (Enchantment/Charm)

Range: 120 yards

Duration: 1 day

Casting time: 1

Area of effect: 1 person

Saving throw: Neg

This spells affects any single person it is cast upon. The term "person" here includes any bipedal human or humanoid of man size or smaller, which includes a bewildering variety of critters: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizardmen, nixies, orcs, pixies, sprites, troglodytes, and others. Thus a 10th-level dwarf fighter could be charmed, but an ogre could not. If the target makes a saving throw against the spell, the spell has no effect.

If the spell recipient fails his saving throw, he regards the caster as a trusted friend and ally to be heeded and protected. The caster may give him orders, and the charmed individual will carry them out as quickly as possible.

If the caster harms or attempts to harm the charmed person by some overt action, or if a dispel magic spell is successfully cast upon the charmed person, the charm spell is broken.

If two or more charm effects simultaneously affect a creature, the most recent charm takes precedence. Note that the subject has full memory of the events that took place while he was charmed.

Color Spray (Alteration)

Range: 0

Duration: Instantaneous

Casting time: 1

Area of effect: 5' x 20' x 20' wedge

Saving throw: Special

Upon casting this spell, the wizard causes a vivid fan-shaped spray of clashing colors to spring forth from his hand. From 1 to 6 creatures (1D6) within the area are affected in the order of increasing distance from the wizard. All creatures in the area must make a saving throw or be rendered unconscious.

Blindness (Illusion/Phantasm)

Range: 30 yards

Duration: 10 minutes

Casting time: 2

Area of effect: 1 creature

Saving throw: Neg

This first-level spell permanently blinds its target. A saving throw is allowed, and if it is successful, there are no harmful effects. If a victim is blinded, he receives -4 to hit on his attack rolls and has a 4-point armor penalty.

Friends (Enchantment/Charm)

Range: 0

Duration: 1D4 rounds + 1 round/level

Casting time: 1

Area of effect: Caster

Saving throw: Special

A friends spell causes the wizard to temporarily gain 2D4 points of Charisma. Those who view the caster tend to be very impressed with him and make an effort to be his friend and help him, as appropriate to the situation. Officious bureaucrats might decide to become helpful; surly gate guards might volunteer information; attacking orcs might spare the caster's life, taking him captive instead.

Protection from Petrification (Abjuration)

Range: 0

Duration: 3 rounds/level

Casting time: 1

Area of effect: Target

Saving throw: None

This spell grants the recipient immunity from all petrification attacks. This includes basilisk and medusa gaze, cursed scrolls of petrification, and so forth… anything that turns you to stone.

Identify (Divination)

Range: 0

Duration: 1 round/level

Casting time: Special

Area of effect: 1 item

Saving throw: None

When an identify spell is cast, the magical item subsequently touched by the wizard can be identified. The chance of identifying the item is 100%. The spell identifies the item's name, what it does, and if it is cursed.

Infravision (Divination)

Range: 0

Duration: 10 turns

Casting time: Special

Area of effect: 1 item

Saving throw: None

The recipient of this spell gains the ability to see with infravision, just as an elf or dwarf would.

Magic Missile (Evocation)

Range: 60 yards + 10 yards/level

Duration: Instantaneous

Casting time: 1

Area of effect: 1 creature

Saving throw: None

Use of the magic missile spell creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target. This includes enemy creatures in a mêlée. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. He cannot direct a magic missile to "strike the commander of the legion" unless he can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles to no effect. Against creatures, each missile inflicts 1D4+1 points of damage. For every two extra levels of experience, the wizard gains an additional missile—he has 2 at 3rd level, 3 at 5th level, 4 at 7th, up to a total of 5 missiles at 9th level.

Protection from Evil (Abjuration)

Reversible

Range: Touch

Duration: 10 rounds

Casting time: 1

Area of effect: Creature touched

Saving throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has three major effects. First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it had been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out and would not be expelled, if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extra-planar or conjured nature—aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others. This causes the bodily weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature.

Larloch's Minor Drain (Necromancy)

Range: 30 yards

Duration: Instantaneous

Casting time: 1

Area of effect: Target creature

Saving throw: None

With this spell the wizard drains the life force from a target and adds it to his own. The target creature suffers 1-4 damage, while the mage gains 1-4 life. If the mage goes over his maximum hit point total with this spell, he loses it after ten rounds.

Chromatic Orb (Evocation)

Range: 30 yards

Duration: Special

Casting time: 1

Area of effect: 1 creature

Saving throw: Neg

This spell causes a 2-foot diameter sphere to appear in the caster's hand. When thrown, the sphere heads unerringly to its target. The effect the orb has upon the target varies with the level of the mage who cast the spell.

- ***First-level**: Inflicts 1-4 damage and blinds the target for one round.*
- ***Second-level**: Inflicts 1-6 damage and inflicts pain upon the victim.*
- ***Third-level**: Deals 1-8 damage and burns the victim.*
- ***Fourth-level**: Deals 1-10 damage and blinds the target for ten rounds.*
- ***Fifth-level**: Deals 1-12 damage and stuns the target for three rounds.*
- ***Sixth-level**: Deals 2-16 damage and causes weakness in the victim.*
- ***Seventh-level**: Deals 2-16 damage and paralyzes the victim for 20 rounds.*

A save against this spell negates both the damage and the other effects.

Chill Touch (Necromancy)

Range: 0

Duration: 10 rounds

Casting time: 1

Area of effect: The caster

Saving throw: Neg

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful mêlée attack. The touched creature must make a saving throw vs. spell or suffer 1-8 points of damage and receive a -2 modifier on future attacks.

Sleep (Enchantment/Charm)

Range: 30 yards

Duration: 5 rounds/level

Casting time: 1

Area of effect: Special

Saving throw: Neg

When a wizard casts a sleep spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the sleep spell must be within 30 feet of each other. Creatures in the area of effect must make a saving throw at a -3 penalty or fall asleep. Monsters with 4+3 Hit Dice (4 hit dice + 3 hit points) or more are unaffected. The center of the area of effect is determined by the spellcaster. Magically sleeping opponents can be attacked with substantial bonuses.

Shocking Grasp (Alteration)

Range: Touch

Duration: Special

Casting time: 1

Area of effect: Touched creature

Saving throw: None

When the wizard touches a creature while this spell is in effect, an electrical charge deals 1-10 damage to the creature. The wizard only has one charge, and once an opponent has been touched, the spell's energies have been used up. A good one for practical jokers who love the old buzzer-handshake gag.

Shield (Evocation)

Range: 0

Duration: 5 turns

Casting time: 1

Area of effect: Caster

Saving throw: None

When this spell is cast, an invisible barrier comes into being in front of the wizard. It sets the wizard's armor class to 2 against missile weapons and 4 against all other weapons.

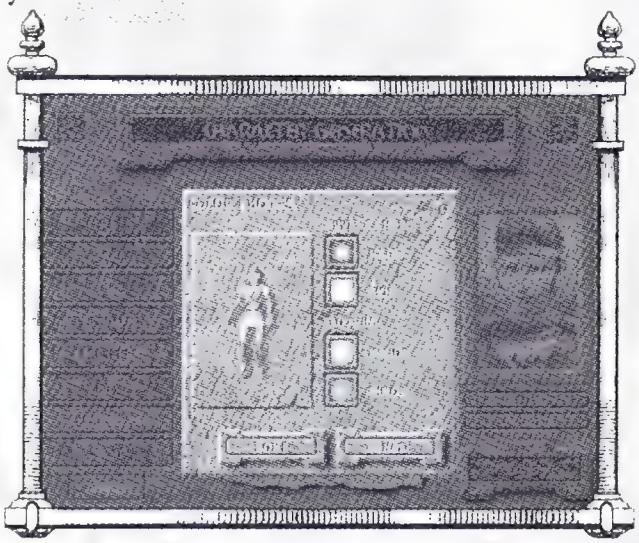
Our fighter/mage is allowed two spells. We select Armor and Burning Hands.

Magic Spells

The spells listed here are only those available for Level One mages or priests. As our character improves, she'll be able to memorize and use higher levels of spells. These are described in detail in the *Baldur's Gate* manual.

Click one of the icons to select the spell, and choose as many as you are allowed (click a second time on an icon to deselect it). Click DONE to complete your selection.

You will be able to memorize one or more spells from the list you've chosen. These will be spells that you have memorized at the beginning of the game. Click DONE to accept your choice.



Appearance

This gives you a chance to determine the colors your character will be wearing on the screen during the game. Under Appearance you can pick hair and skin color. Under Clothing you can select the overall color of what your character is wearing (major) and the color of the trim (minor).

We decide we're going to have our character be a redhead in black with red trim. Rowrrr!

Click DONE to accept your choice.

Name

Type in the name for your character.

Our fighter/mage will be called Diana Nightflame.

Click DONE to accept your entry.

Your character is now complete. You still have the option of clicking the up arrow at the lower-left to go back up the list of character traits and change them. Remember that changing some will affect your available choices among others. Basically, if you go back and change anything, you'll have to re-select all of the options that follow it.

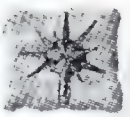
When everything is to your liking, click ACCEPT at the lower-right of the screen.

You're now ready to venture forth into the world!

Happy adventuring!

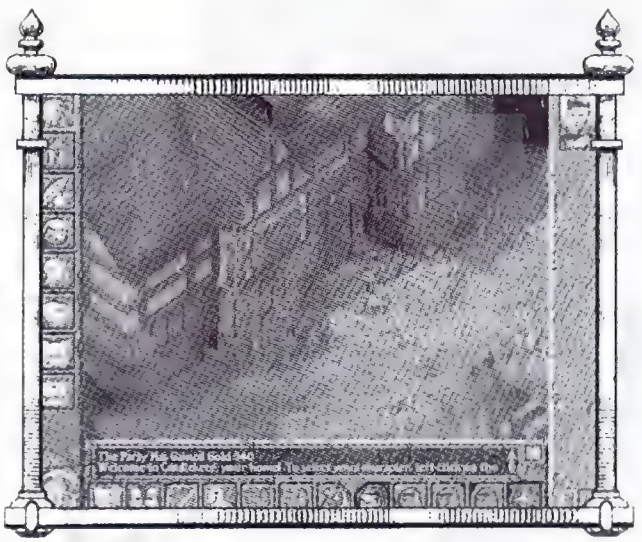
Getting Around

Rating:



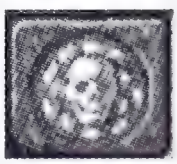
Now that you have your character, it's time to get a feel for how to move him around… how to get where you want to go, and how to survive long enough to get there. Navigating through Baldur's Gate is simple and quite intuitive. A few basic controls and commands are all you need to remember.

Once you accept your character, you will find him or her standing in front of the Candlekeep Inn. Take some time to check out what you have available.



The Game Screen Frame: Left Menu Buttons

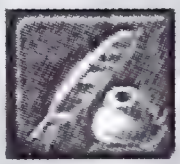
A number of menus are visible running down the left side of your screen. These are:



Return to Game: *Click here when you are at any other screen and wish to return to the game.*

Area Map: *Click here to see the area in which you are currently adventuring, with a green rectangle marking your current location. Only those portions of the area that you have already visited will be visible. Clicking on the map anywhere will move the green rectangle to that location. If you then return to the game screen, you'll be able to see that area, even if it's on the other side of the city—assuming you've been there earlier and revealed that portion of the map.*

Click the world button at the upper-right of this screen to see the entire world of Faerun, with all of the areas you've already visited plotted on the map. Your current location is marked by a crossed-swords-and-shield icon. Some landmarks that you have not yet visited will be visible with their images ghosted. At the upper-right corner of this screen are up and down scrolling arrows to let you see the entire world map; you can also click and drag on the map to scroll. Clicking on the large Globe button takes you back to the Area Map.



Journal: *This button accesses your personal diary. Rumors you pick up, news you might hear, and significant events in your adventure are all recorded here automatically. The game is divided into seven chapters, and the journal lists the various events that occur in each. Click and drag the red seal on the cord at the right of the journal to scroll up or down. Click on the pen points at the upper-right of the journal to move between chapters.*

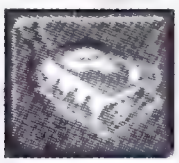
Inventory: *This button takes you to the selected character's inventory screen. This is where you can keep track of the character's weapons, possessions, and loot. You can equip your character with armor and determine which weapons and items you want to have ready to use at once. The inventory screen is more fully described in the section called Inventory.*

Record: *Clicking this button takes you to the record screen, where you can see all of the vital statistics for your character. To the left are listed your character stats—the numeric values for each of your basic abilities. To the right is a list you can scroll through to see your experience points, proficiencies, and saving throws. At the bottom center of the screen, the number inside the shield shape gives your armor class. The two numbers inside the circle to the right of the shield give your hit points. The number on top is your current hit points; the number on the bottom is the maximum hit points for your character.*

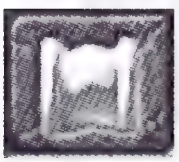
Click statistics to see some interesting statistics about your character up to that point in the game. Click done to return to the Record screen.

Click reform party to change the composition of your adventuring group. This is where you can tell that member of your group who isn't carrying his own weight that his services will no longer be necessary, and give him the boot. Click done to return to the Record screen.

The level up button is used whenever your character has accumulated enough experience points to enable him or her to acquire some new skills.

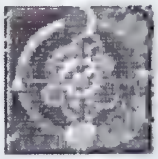


Mage Book: *For mage characters, this lists both known spells and those that have been memorized. Click the pointers at the top of the book to page through the various levels of spells that you have acquired so far. As your character improves in skill and experience, you'll see slots appear here for additional spells, and you can click on known spells to memorize them.*



Priest Scroll: *This screen performs the same function for priests that the mage book does for mages. Click here to see the priest's known and memorized spells. Click on the wax seals at the top of the scroll to see the various levels of spells acquired so far.*

Options: *Clicking here gives you your options menu. Here you can select various options for graphics, sound, and game play. This is also where you can save your current game, load a previously saved game, or quit the game.*



Day/Hour: *The clockwork mechanism at the lower-left-hand corner of the screen shows you the current day and hour of the adventure. In addition, clicking this icon pauses or unpauses the game. Pressing the space bar does the same thing*

NOTE

Save Early...
Save Often

Use the save feature frequently if you don't want to have to retrace a lot of steps every time your character gets killed. To save, click the SAVE button. On the save screen, click SAVE opposite an empty slot, type in the name you wish to call it, and click SAVE again. You can also use this screen to overwrite a previously saved game or to delete it.

When you name your saved game, try to describe it in such a way that you'll know what it is when you come back to it later.

The Game Screen Frame: Right Menu Buttons

Character Portraits: *Down the right-hand side of the screen are the portraits of each member of your adventuring party. When you're first starting off, the only portrait in the column will be yours, at the top, but as the game progresses, you can have up to six characters, including yourself. Clicking on a portrait selects that character and outlines the portrait in green. Clicking the Select All button at the bottom selects all characters at once.*

When you move the cursor over a selected portrait, the green outline flashes. In addition, the green circle surrounding the character's feet on the game screen also flashes—a useful feature for picking any one member of your party out of a crowd. If you leave the cursor over a character's portrait for a moment, a scroll opens, giving that character's name and current hit points/total hit points.

Left-clicking a portrait selects that character. Right-clicking a portrait brings up that character's inventory screen. Right-clicking the portrait again returns you to the game screen.

The portraits on the right side serve several other useful purposes as well. When a character is attacked, the frame for that character's portrait flashes. If he takes hits in battle, the portrait will reflect that damage through the appearance of a red bar covering the lower portion of the image. The more of the character that is covered by red, the greater the damage. If your character falls under the effect of a spell, poison, or other lingering effect, this will be indicated by the appearance of a small icon on the portrait.

In addition, you can use the portraits to locate a character if you've managed to mislay him. If a character wanders off the screen, or if you've used the Area Map feature to move the view to another part of the world, you can locate the character again by moving the cursor over the portrait. An arrow will appear near one side or corner of the game screen, showing you the direction in which to scroll the map in order to find that character again.

Select All: *Clicking here selects all of the available characters in your party.*

AI On/Off: *Click here to turn off the artificial intelligence used by the selected members of your party. They will no longer react to anything that happens unless they are deliberately and manually controlled.*

Rest: *Even the most redoubtable character must rest sometimes. This icon appears on numerous game screens in the place of the Select All and AI On/Off buttons. Click here to have your characters rest. Time will pass in the game world, and the characters will both recover some of their strength and have time to memorize new spells.*

When you click on the Rest icon, a small window will come up, asking you if you really want to rest at this time. If your character cannot rest because there are monsters nearby or you're in the middle of combat, you will be told.

The Game Screen Frame: Bottom Menu Buttons

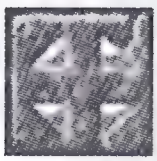
Across the bottom of the screen are the buttons you'll need to make a character carry out various actions. The icons are different, depending on which character you have selected and on whether you have selected one character or the entire party.

Single Character Icons

Guard: *Click here to protect a specific character or area. Left-click the area you want protected on the main screen, and drag. This creates a circle on the screen representing the area to be guarded. Your character can move freely within the circle but will not leave it. If you don't click and drag to create a guarded area, the character will remain stationary.*

Talk: *Click here to initiate a dialogue with other characters.*

Quick Weapon: *This may show one of several possible weapons, depending on what you've equipped your character with on the inventory screen. Left click here to use the indicated weapon; right click to configure the usage of that weapon, if applicable.*



Trap Detection: *Thieves can choose this mode. It allows them to detect traps in the area. Since the computer has the character check against his or her trap detection skill, the longer the character remains in an area—or they slower they travel—the better the chance that traps nearby will be detected.*

Thieving: *Thieves can use this mode to pick pockets or pick locks, depending on what the target is.*

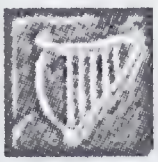
Stealth: *Thieves can try to blend in with the shadows and move about unseen. If successful, the next attack made by the thief will be a backstab, causing double, triple, or even quadruple damage to the target, depending on the thief's level. Moving into the light or launching an attack may cause the stealth attempt to fail.*

Turn Undead: *A powerful skill shared by priests and paladins which can scare off or destroy undead creatures, depending on the user's level. It doesn't mean the user turns undead himself, but that he can turn these horrors away.*

Cast Spells: *This mode can be used by clerics and mages. It makes available all spells memorized by that character, allowing you to select the one you wish to use.*

Quick Spell: *Configure these spells by right-clicking the Quick Spell slot and selecting the memorized spells you wish to have available at an instant's notice.*

Shapechange: *High-level druids can change into an animal, attacking enemies with teeth and claws.*



Bard Song: *Bards can use this mode. When used, the bard begins singing a song, which will continue until any action other than movement is selected for that character. While the song is being sung, the entire party enjoys improved morale and better luck; the higher the level of the bard, the more the morale and luck are improved.*

Lay Hands: *Paladins can lay hands, healing two points of damage to themselves or another character once per day.*

Use Item: *Click here to use a particular item from your inventory.*

Quick Item: *You can ready any item in your inventory for immediate use by right-clicking on one of the three Quick Item slots and selecting the desired item. This is a good place to keep healing potions or antidotes, for use during a fight.*

Group Icons

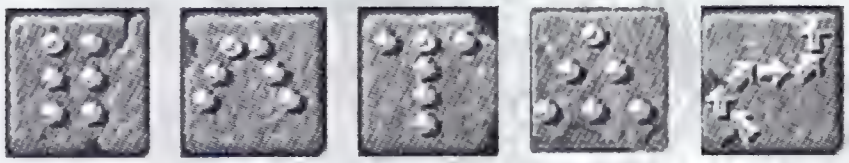
These icons appear on the Bottom Menu when multiple characters are selected.

Guard/Protect: *This works the same as the Guard Mode for a single character, but for the entire party.*

Talk: *Click here if you want your party to try to initiate a dialogue with other characters.*

Weapon: *Click on the sword if you want your characters to be ready to fight.*

Stop: *Click here if you want the party to stop all actions.*



Formations: *You can select the formation your party assumes as it travels, moving ahead single file, or adopting a T- or V-shaped formation, for instance, to provide better all-round defense. Right click and hold to turn the formation in place.*

Dialogue Box

Above the row of icons at the bottom of the screen is the dialogue box. Conversations that you have with other characters are recorded here, as well as combat results and whether the game is currently paused or unpaused. A scroll bar to the right allows you to move through recent conversations.

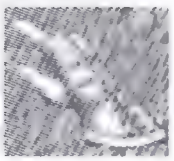
The small square to the right of the dialogue box allows you to expand the dialogue box to a larger and more legible size. When two squares are visible, clicking the upper one expands the dialogue box even more, while clicking the lower one reduces it in size.

Game Screen

You move your character around in the world of Faerun simply by pointing and clicking. To select your character, left-click the green circle around the character's feet. The circle of a selected character is a brighter green than are those of non-selected party characters.

The Cursor

The cursor changes from one form to another, depending on where you move it.



Selection Cursor: *The cursor looks like a gauntleted hand when it's not on the game screen. Use this cursor to point and click at icons or buttons on the screen's frame. You can also point, click, and drag on the world map, to scroll your view.*

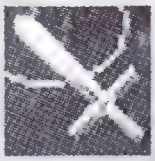
Movement Cursor: *The movement cursor is comprised of four small wedge shapes and will appear anywhere on the game screen where your character is able to move. Simply move the cursor to the desired location. A left click will move your character to that location; if you've selected your entire party, they will move there in non-formation movement. Right-click to move your party in formation and to cancel actions such as spells. You will only be able to use the movement cursor on portions of the map that have already been revealed.*

Movement Prohibited: *The cursor will change to a slashed circle when it moves into a region, such as a building or unrevealed terrain, where the character cannot go.*

Scroll Game View Cursor: *When you move the cursor off the game view, all the way to the edge of the screen, and it turns into a golden arrow, you'll find that you can scroll the view in any direction.*

Talk Cursor: *The cursor turns to the talk icon when you move it onto another character with whom you can carry out a dialogue. The cursor defaults to the talk cursor for all neutral characters, identified by a blue circle around their feet. Click when the talk icon is visible, and you will initiate a conversation.*

When you initiate a dialogue with another character, you'll find that most of the exchanges aren't very helpful. A few characters, however, will let you get involved in extended conversations with them. In these cases, you'll be given a selection of responses on the dialogue screen for your character. Left-click the response that best expresses what you want to say. When a conversation is over, click END DIALOGUE *to continue.*

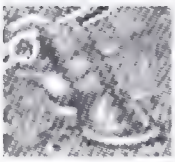


Attack Cursor: *The cursor defaults to an Attack Cursor when moved onto all hostile characters, identified by either a red or a yellow circle around their feet.*

NOTE

Note that your cursor defaults to a talk cursor for neutral characters, and an attack cursor for hostile characters. All things considered, this is a very good thing, since you wouldn't want to strike down that innocent bystander by mistake... or try talking the monster to death. If you want to try talking to a hostile character, or attack a neutral one, use the appropriate action icon from the bottom of the screen.

Identify Cursor: *Inns, taverns, and similar establishments have signs near the front door. Holding the cursor over the sign will change the cursor to a question mark. A left-click will display the name of the establishment in the dialogue box. You can also use this trick to read the road markers you'll encounter.*



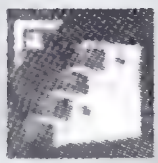
Find Item Cursor: *Every once in a while you'll have a chance to find some hidden loot. Move the cursor over a likely hiding place—a barrel, a chest, a bookcase. If the container can be opened, it will be outlined in blue as the cursor changes to a gauntleted hand holding a ring; left-click to bring up the item screen at the bottom. If there's anything to be found, you'll be able to click on it to move it from the hiding place to your inventory. If you click on an item and it doesn't move, your inventory is full; you may have to do some reshuffling. If you have multiple characters in your party, you can select the character you want to have do the hunting. Sometimes the left-click will reveal on the dialogue box that the hiding place is locked. You'll need a key or a character with lock-picking skill to get the container open.*

NOTE

It's always a good idea to check the bodies of your vanquished opponents after a fight. They may have weapons, armor, gold, or other, more unusual articles on their person. After clicking on the item to move it to your inventory, go to your inventory screen and right-click on the object to further identify it. You'll get a description of gemstones, armor, or weapons, and you'll be able to read any letters that you recovered from the body.

Door Cursors: *When you move the cursor over a door that can be opened, it changes to a closed door icon, while the door itself is outlined in blue. Left-click to open the door. The icon will change to an open door icon with an arrow indicating that you can go inside. Click again to send your character or your party through the door. If you move the open door icon out of the opening and onto the open door itself, it will change to a closed door icon; a left-click will close the door.*

Some doors will be locked. You will be informed of the fact in the dialogue box.



Climb Stairs Cursor: *Moving the cursor over stairs going either up or down will change it to the stairs cursor. Left-click to send your character or selected party members up or down the stairs.*

Characters

You'll encounter numerous other characters in the course of the game, some human and some otherwise. Your character and other members of your party have green circles at their feet. Neutral characters are standing in blue circles. Hostile characters have red circles, while a hostile character who has decided that discretion is the better part of valor will have a yellow circle. It's always nice to know who your friends and enemies are.

To select a friendly character in order to make him perform some action, or to talk to a neutral character, or to attack a hostile one, you must move the cursor over the colored circle and click.

Character Selection

To give your character directions, you must first click on her to select her. Your character and any characters who have joined your party will be identified by green circles. Friendly characters who have not been selected have a dark green circle, while those who have been selected have a bright green circle.

If you have two or more characters in your party, you can select several or all of them by holding the shift key while left-clicking each green circle in turn. This can be important if you want to gather your whole party to get it to go somewhere or do something as a group.

Combat

Combat in Baldur's Gate is simplicity itself. A hostile character is easily identified by that menacing gleam in his eye, and by the red circle around his feet. To attack, move your cursor over the red circle, where it will become a small sword icon, and click. The computer will take care of the rest.

Prepare for Combat

When you see a fight developing, it's always a good idea to hit the space bar to pause the game. Then you can sit back, take your time, and figure out what you're going to do. You can click each of your characters in turn or as a group, giving them orders. You can also have each of your characters select the quick weapon you want them to use in a fight. Some characters will be better with bow weapons, so you'll want to make sure they have their bows ready. Others do better with a sword or staff.

Before you're attacked, use your inventory screens to make sure each character has a full load of arrows in her quiver, that she has the appropriate weapons in the quick weapon slot, and that useful items like healing potions or spells are conveniently ready in the quick item slots.

Remember, however, that if you've paused the game, going to your inventory unpauses it. Prepare for battle ahead of time, *before* that enemy ogre charges you!

Combat Tactics

It's always a good idea to fight wisely, rather than simply wading in swinging. You'll live longer that way. Weak characters—those with only a few hit points—should be moved back and out of the line of fire, unless you're planning on deliberately sacrificing them. Characters with a high degree of skill with the bow or other ranged weapons can be moved off to the side or the rear, out of harm's way, their bow can be selected from the menu bar at the bottom of the screen, and their target can be identified with a point-and-click. Make sure they have plenty of ammunition, however, (arrows for bows, bolts for crossbows, or bullets for slings) first!

Mage characters with spells that work at a distance are valuable and should be kept out of the mêlée. Move them to a safe distance and have them shoot their spells like missiles.

Your big bruisers, the fighter characters with high strength and decent swords or blunt or spiked weapons like quarter staves or morning stars, should simply wade in close and start swinging. If you have a number of characters in your party attacking one enemy, try to deploy them in such a way that they surround the target and don't get into one another's way.

Sacrificial Characters

It's a sad fact of life that the game goes on when party members are killed, but once your character dies, it's game over. Sometimes, your best strategy is to use your friends to blunt the enemy's charge, and stay back out of the way yourself. Often, two or three of your weaker characters can whittle down a powerful opponent. They die in the process but leave the enemy vulnerable to your attack.

Run Away!

There's no shame in running if you find yourself up against an opponent who's simply got you outclassed six ways from Sunday. Often, your only choices are to fight and die, or to run and live.

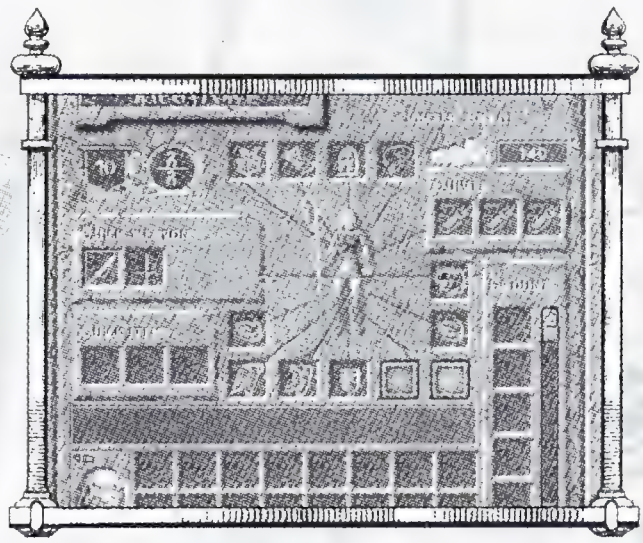
Certain magic spells, such as grease or blindness, are useful for distracting an enemy while you make a quick exit. You can also employ the idea of sacrifice. Have one of

your weaker sidekicks "volunteer" to play Horatio at the Bridge, holding off the attacking enemy and falling gloriously, buying you the time you need to complete your strategic withdrawal.

Be Prepared!

You'll be more likely to survive the fight if you're properly prepared ahead of time. That means buying arrows whenever you have the chance, or taking them from the bodies of dead foes, and distributing them among your archers. Make sure you have the appropriate spells or potions ready in the quick item slots. And have your character party assume a formation on the march that gives you your best chance of defending yourself without having you all getting in each other's way.

Inventory



Left-clicking on the inventory icon on the left side of the screen or right-clicking on a character's portrait will bring up the inventory screen. The inventory screen shows all the gear, weapons, and equipment that you have accumulated thus far in your travels. At the upper-left are the shield and circle displays showing, respectively, the character's armor class and her current hit points over total hit points.

Quick weapons are those weapons that your character has ready at hand. Depending on your character's class and proficiencies, she may have one or more available slots in this section.

Quick items are for things like healing potions and spells that you may need to get to in a hurry.

At the bottom of the screen are the items that you have in your backpack. At the left is a picture of your pack. The total weight you're carrying so far is shown above the pack, while the maximum weight your character can carry is indicated below the pack.

In the center of the screen is a picture of your character as she appears in the game, resplendent in the colors you've selected for her. Empty slots surrounding the character show various items of clothing or armor with which she may be equipped. If, for example, you acquire a helmet from a beaten foe, the square with the helmet icon will be highlighted. You can click and drag the helmet from your pack inventory at the bottom of the screen to this square in order to have your character don the helmet. How much gold you've acquired so far appears at the upper-right.

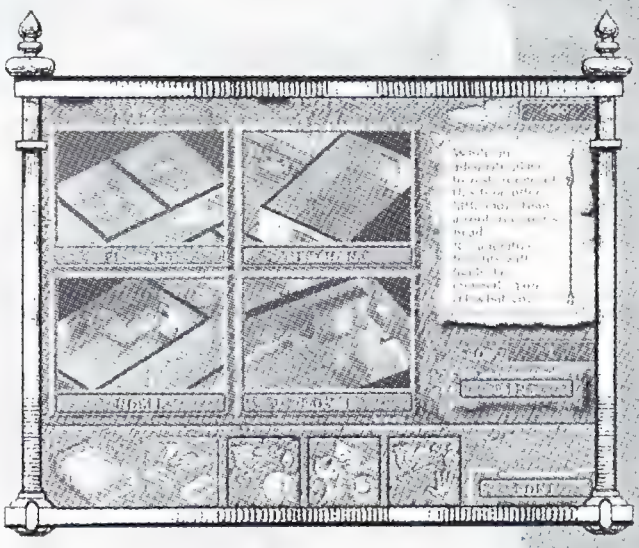
If at some point you want to discard an item to make room in your pack or to give an item to another member of your party, click and drag that item to one of the empty squares under the word GROUND at the lower-right.

WARNING

Watch out!

It's always a good idea to pause the game—either by clicking the Day/Hour icon on the main screen or by hitting the space bar—just before you get into a fight. It helps to sit back, take stock, and decide who is going to do what. However, going to the inventory screen immediately unpauses the game. This reflects the fact that the moment a giant hairy monster is bearing down on you is really a very bad time to start rummaging around in your pack for that sword you know was there the last time you looked.

Merchants, Innkeepers, and Others



In each town you come to, there will be one or more inns, taverns, merchants' shops, and other places of business. Your character can hoist a few with friends in a tavern and maybe pick up some useful rumors, can rent a bed for a good night's rest, purchase some better weapons or some more arrows… and even sell some of the loot acquired along the way.

When you encounter someone—an innkeeper or merchant—who might be able to deal with you, use the talk icon to click on him and initiate a dialogue. Select a response that indicates you might be interested in buying something. This takes you to the buying/selling screen.

Buying, Selling, and Stealing

Periodically you'll encounter characters or situations where you'll have the opportunity to buy or sell items. Most frequently, you'll be able to do this in inns and taverns, but other characters may allow you to interact with them in this fashion as well. All of them use a similar interface.

Rent Rooms: *Inns have up to four different classes of room to choose from. The better the room, the better rested you are, and the more hit points you regain during a good night's sleep.*

Buying and Selling: *You can select items someone else has for sale, then click buy to transfer your money to him and his goods to your inventory. You can also select items in your inventory and sell them to him. Items for sale that the character cannot use will be shaded over and unavailable. Items that a buyer doesn't want will not be accessible for sale.*

Drinks and Rumors: *If you buy a few drinks, the innkeeper or bartender might tell you a few choice rumors. Take care, though. Too many drinks and your character will become drunk. Friends don't let friends drink and slay monsters!*

Steal: *Thieves may have a chance to steal something from a shop's inventory. Simply select the desired item. The thief's skills will be checked; a failed attempt will result in the local guard being summoned… or an all-out attack by the wronged character!*

Donate: *You can donate gold at a temple by selecting this button. The priests may reward you with a rumor. Better yet, your reputation may be improved, depending on how much gold you donate.*

Purchase Healing: *Temples often will heal you in exchange for some gold. Select the service, then select the character who needs healing. It's always a good idea to keep in mind where the nearest temple is, just in case!*

Identify: *Shops and temples can often identify items that your character cannot. Select the item in your inventory you want identified; if it's not accessible, the priest or shopkeeper doesn't know what it is. You'll have to pay for the identification; how much you pay depends on the item's value.*

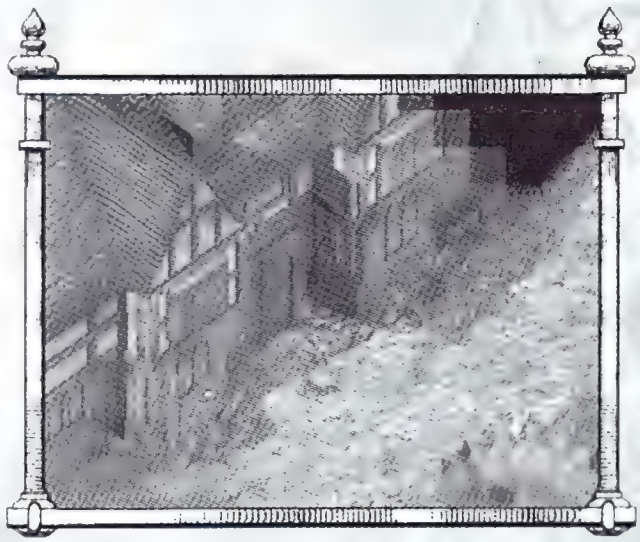
NOTE

What's going on?

Of course, inns and taverns are the best place in any town to find out what's happening. There're always a few people hanging about who have stories to tell or who are looking for a valiant band of adventures to help them out with a problem. Inns and taverns are also places where people looking for work or excitement hang out—characters willing to join your party in search of adventure or fortune.

A Sample Character Walkthrough

Just to get a feel for the game, we create a new character. He's male, a ranger, and aligned with neutral good. His stats are: Strength, 15; Dexterity, 16; Constitution, 16; Intelligence, 14; Wisdom, 17; Charisma, 12. He hates hobgoblins and has a fondness for large swords and bows. His name is George.



As play begins, George is standing in a street outside an impressive-looking building. We move the cursor over a sign, which appears to have a picture of a bed on it, until the cursor becomes a question mark. We left-click, and the name of the establishment, Candlekeep Inn, appears in the dialogue box.

We right-click on George's portrait at the upper-right to take a quick look at our inventory. Not much, we see. We have a quarter staff already in one of the Quick Weapons slots, 200 gold pieces, and that's about it. We click on the staff to see it appear in George's hand.

We right-click on the portrait again, and we're back in front of the Candlekeep Inn, this time with staff in hand. What next? It looks like someone is standing at the upper right-hand corner of the screen. When we move the cursor over the blue circle at the character's feet, the talk icon appears and we left-click.

This character in a green robe is a tutor, evidently placed here by Interplay to help us learn how to get around in this world. He tells us about how we can use the spacebar to pause the game. All very fascinating stuff really, but since we have the *BradyGAMES Guide to Baldur's Gate* in hand, we already know about all of this, and we click on the END DIALOGUE button at the bottom to end the conversation.

Moving the cursor back to the door of the Candlekeep Inn, we see the door icon appear, and we and left-click. George walks back to the door, the door opens, and we move the cursor until it becomes an open door with arrows, then click to go inside.

There are several people in here, including two more of those green-robed tutors. At the extreme left is an interesting-looking character who may be worth talking to. To the right behind the desk is a heavyset man, obviously the innkeeper.

We click the dialogue cursor on the innkeeper and walk over for a little talk. The innkeeper, whose name is Winthrop, gives George a song-and-dance about a 5,000-gold-piece entrance fee, and we have a choice of three different responses. Choice 1 is outrage, and we tell Winthrop to stuff it. Choice 2 has George realize that Winthrop is joking. Choice 3 has a rather naïve George explaining that he doesn't have that kind of money, but that he'll come back later when he does.

The best choice seems to be number 2. We move the cursor over that paragraph to highlight it, and left-click. Sure enough, Winthrop was enjoying a little joke at your expense. He asks if there's anything George needs, and George can choose between "No thanks" and "Sure, what do you have?" Because George is feeling a little naked with nothing in his hand but a quarter staff, we click on the second choice.

We next see a selection of the rooms for rent. The game just started and we're not tired yet, so we move the cursor to the buy-and-sell button.

At the buy and sell screen, we see what Winthrop has for sale; quite an extensive list, but we only have 200 gold pieces, so we're not going to be able to buy very much. We select a helmet for 1 gold piece, by clicking on the helmet and then on the BUY button. Next we buy some chain mail armor for 112 gp, a short bow for 45, and three batches of twenty arrows each for 1 gp per batch. This looks like a good start, but we now have only 39 gold pieces left. Maybe we should think about earning some money before going on another shopping spree. We click on DONE and return to the game screen.

We right-click on George's portrait to go back to the inventory. When we click on the helmet, the helmet icon above George's head is outlined in red. We click the helmet over that icon, and George is now wearing a helmet. We do the same with the chain mail. *Trés elegant!* We move the arrows to the three quiver slots and the bow to quick weapons. George is now *very* snazzily outfitted in his new wardrobe. Right click the portrait to go back to the game screen, and we see that George's image now reflects his new look.

We're not really interested in more helpful hints from the tutors, but it might be interesting to talk to that old fellow in the corner. When we leave the cursor on the other character for a few moments, a scroll opens, identifying him as Firebead Elvenhair. Definitely an interesting person to talk to. We click on the blue circle, and George walks over to have a talk.

Old Firebead rambles on for quite a while, lots of talk about Candlekeep and an iron crisis. Is this stuff important? He also mentions that he left an identify scroll with someone named Tethtoril, in the inner grounds, and asks George if he'd be willing to go fetch it for him. Sounds like it's time to go out and do some exploring.

The Candlekeep Inn is actually quite large, and we see some steps going upstairs. We move the cursor there and see it change to a climb-stairs icon… but it's time we a bit more of the outdoors. Maybe later. We don't see the door we came in off-hand, but moving the cursor over a portion of the wall at the lower right gives us the open door icon. That must be the way out. We click and a few moments later George is outside.

There's a vast and imposing-looking stone structure immediately in front of George, with what looks like an open gate, but we elect to turn left and walk up the street toward the upper-right. We click on the ground just short of the blackness that surrounds us, and George does our bidding.

Almost immediately we see a woman in a blue robe, identified as Phlydia. Clicking on the dialogue cursor has Phlydia ask if he's seen her copy of a library book, and would he bring it back to her if he finds it?

By now George is wondering if he is the designated Candlekeep errand boy, but he continues following the street around to the right, past some placid-looking cows and yet another placid-looking tutor, rolling back the black unknown as he walks.

Before long he comes to a house with a thatched roof and a circular design outlined in blue on the wall. The cursor changes to a question mark over the emblem, and a click tells us that this is the priests' quarters. We wonder if that's where all these darned tutors are coming from. The place doesn't look very interesting, however, so we keep walking. There's an interesting-looking character with a quarter staff standing near a cow. We decide to have a chat with the man, whose name, it seems, is Dreppin.

Dreppin helpfully tells us Phlydia's book is in the hay, next to the cow. When we move the cursor over the hay, it changes to the hand-holding-a-ring icon near the left side of the hayrack. When we click on the hay, the bottom of the screen changes and sure enough, there's the book. A click-and-drag transfers the book from the hayrack to George's personal items. When we click on the ground, the transfer screen disappears, and George walks away.

Well, might as well get this over with. We move the cursor against the left-hand side of the screen until the game view scrolls over to the area where we last saw Phlydia. She doesn't seem to be there now, but we click on the ground, and in a few moments, as George approaches, Phlydia appears. We click the dialogue cursor on Phlydia, and she immediately realizes, perceptive lady that she is, that you've found her book. She tells

you that she's giving you a gem and suggests that Winthrop might give you something for it.

The dialogue box informs us that we've gained 50 experience points. It looks like George is on his way to learning something about the world.

A quick check of George's inventory reveals the gem given to him by Phlydia. A right click on the gem tells us that it is a lynx eye and a little bit about it.

Huh. I wonder if it's worth anything?

George heads back toward the cow and the hay. Dreppin said earlier he wanted to see him again—another errand, no doubt!—but we're eager to get on with it and do some more exploring, so we pass him by and keep following the road.

Clicking on the area map button at the upper-left shows us as much of the world as we've explored so far. It's becoming clear that there's a large castle or walled-in area at the center and that we're walking around the outside of the wall in a clockwise direction. What was it Firebead Elvenhair said? Something about Tethtoril being in the inner grounds? We're beginning to get an idea now about where this Tethtoril might be. For now we click on the return to game button above the area map button and return to the game screen.

A character named Jondalar gives us some tips about fighting and goes into a combat routine. We click on the quarter staff icon at the bottom of the screen and have at it. Despite Jondalar's promised "surprise"—someone lobbing arrows at poor George from behind—we manage to hold our own.

But, gee, does Jondalar actually think we're going to have to fight someone out there? Why does George have to know about *fighting*?

We continue walking. Someone named Reevor insists that we're supposed to clean the rats out of the storehouse, but we ignore him. Some soldiers seem rather bored with it all. We find the front gate to the inner keep. We'll have to come back here a little later and try to find Tethtoril, but for now, we decide to get a look at the whole of Candlekeep.

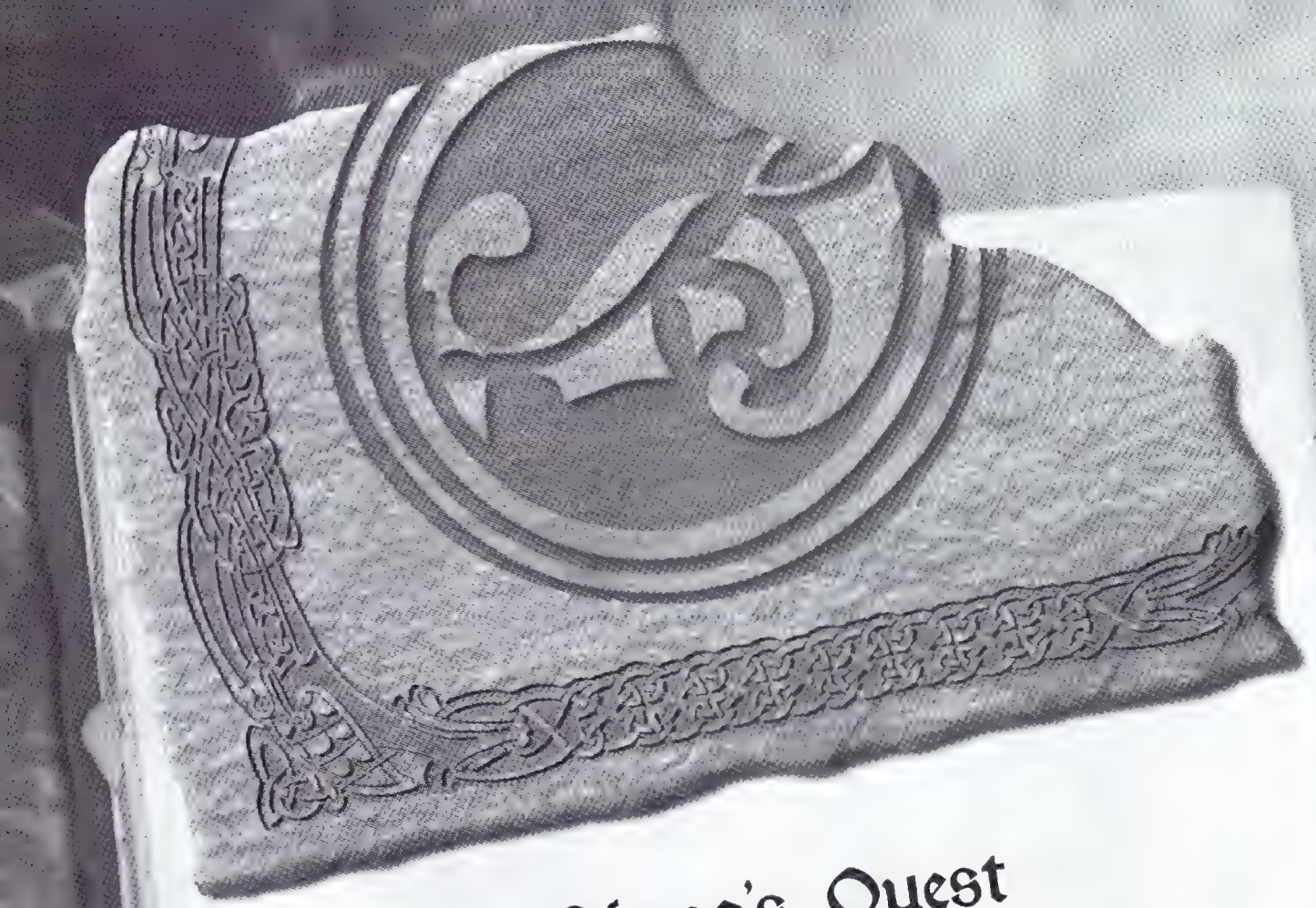
We come at last to a building called the bunkhouse. We notice that there's something to be found inside a chest outside the door, and when we look, we find 16 pieces of gold. Someone's been careless with their money, and we decide that the hand-holding-a-ring cursor ought to be called the grab-the-loot cursor instead.

What's inside the building? We go inside and are immediately confronted by a rather surly sort named Carbos. " 'Ere, there," he says. "You're Gorion's little whelp, aren't ya? Yeah, you match the description. You don't look so dangerous to me."

We ask him what business it is of his, and Carbos's answer as the circle around his feet changes to an angry red suggests he's been paid to find George and kill him. This is not encouraging. We make certain that the quarter staff icon has been selected, then move the cursor over the circle at Carbos's feet. We click on the circle and watch the two have at it. Moments later Carbos lies dead on the floor, and we've gained 20 experience points. We use the grab-the-loot cursor to find a dagger on the body, and we grab that for ourselves. We check the rest of the room, but there doesn't seem to be anything else worth taking.

We leave the bunkhouse in a somber mood. The world seems a colder, more uncertain, more *dangerous* place, now that we know that someone wants us dead.

We continue our explorations with thoughtful misgivings…



Diana's Quest

This section is a walkthrough of the entire game, from the introduction to the conclusion of Chapter 7. The character is Diana Nightflame, an elf-human warrior-mage, and the story of her quest is told as a series of journal entries. Hints and solutions to some of the problems you'll face on your quest may be found as you read along.

Be warned, however, that Diana's experiences will not be identical to yours. The world of Baldur's Gate is an enormous one, and you have the free will to follow other subquests and other courses of action.

Still, the general course of a successful Baldur's Gate game will be unfolded here, and Section II does give away some of the secrets and surprises of the story. Use it sparingly, unless you don't mind having some of the story's suspense ruined for you!

Section II

Chapter One

Rating

Day One

Where to begin?

At the beginning, of course, and that would be today. The sense of gathering urgency above the ancient and tradition-hallowed stone walls of Candlekeep oppresses like the thunderheads of a gathering storm.

My name is Diana Nightflame, but my heritage, my own true beginnings, are unknown to me. I do know that I am currently a resident of the fastness known as Candlekeep, a dull and predictable place where time and the terrors of the outside world rarely intrude, where the priests keep their books and scrolls, and academics ponder arcane pen-scratchings on parchments holding ancient wisdom.

I know that I am half human, half elf; that men call me beautiful and exotic; that our weaponsmaster Jondalar grudgingly admits that I have some skill with sword and bow. I know that Gorion has been my guardian for as long as I can remember, my father in all but fact.

But who I really am, where I came from, these things are unknown to me. Often I suspect that they have been deliberately kept from me, that I have been sheltered from some dark and evil secret never whispered aloud.

I sense a gathering of forces... of powers beyond my ken, invisible, yet made manifest, almost palpable, by the shadows they cast across the minds of those who know me.

Hi! I'm Diana Nightflame!

...and I'll be leading you through this example of a Baldur's Gate quest. I keep a journal, and I'll be recording the things that happen to me as I set out from this ancient stone fastness of Candlekeep. Read this section and you might pick up some hints as to where to go or how to deal with a particular problem.

And, from time to time, I'll drop in to give you a few hints.

Be warned, though! Your quest likely will follow a path quite different from mine! I can only help you in general terms; you'll have to work out the details for yourself!

Gorion has been preoccupied, of late, and I sense he is contemplating a journey. More than once he has spoken to me of the possible need for both of us to leave this place.

I wonder where he has in mind as a refuge. I wonder, too, just what it is we must seek refuge from.

I begin this journal as a record of what happens… of Gorion's quest, and mine.

Day 1, Hour 7 (2 Mirtul, 1368)

The day began as any other. I wandered the Grand Circle about the walled Inner Grounds. Gorion has been looking for me, I know, and I know that I will find him on the steps of the central keep.

But I elected instead to visit friends and places without the keep, for I have a premonition that I will soon be gone, that it will be long ere I see them again. Old Phlydia lost a book and asked me to find it. When Dreppin pointed it out to me, squirreled away in a hay rack, I returned it to her and was rewarded with a gemstone, a lynx eye. I met with the weapons master, Jondalar, as well, and had a brisk sparring match with him. He seems satisfied with my progress these past months. And a soldier named Hull sent me to fetch his sword, which he'd forgotten; he flipped me a ten-piece for my trouble and groused that I'd taken my time. It scarcely seemed worth the effort.

Later, a soldier told me of strange lights in the night… large numbers of people with torches in the darkness. Bandits, perhaps? But why so many? There are many rumors and whispered gossip about bandits making the roads beyond Candlekeep's gates unsafe. Another soldier worried aloud about the growing iron shortage. It seemed strange. Rarely, if ever, do the problems of the outside world intrude themselves within the tiny, comforting circle of Candlekeep's walls. I had the feeling this day that the outside world was at last breaking through, as if after a long and dolorous siege.

The outside world…

The thought seemed disquieting, even though it remained remote, as unreal as an evaporating dream.

Not long after, I entered the bunkhouse beneath the south wall of the inner grounds, and there was accosted by a man named Carbos. "'Ere, there," he said, advancing with menace in his eye, a dagger gleaming in his fist. "You're Gorion's little whelp, aren't ya? Yeah, you match the description. You don't look so dangerous to me."

I had my staff, of course, and a man with a dagger stands no chance at all against a quarry armed with a quarter staff, and who knows how to use it. In less time than it takes to tell the story, Carbos lay dead, and I was left with one ineluctable question.

Who wants to kill me? Carbos's boasts, as he lunged at me with the dagger, suggested that someone had been willing to pay for the murder of Gorion's ward.

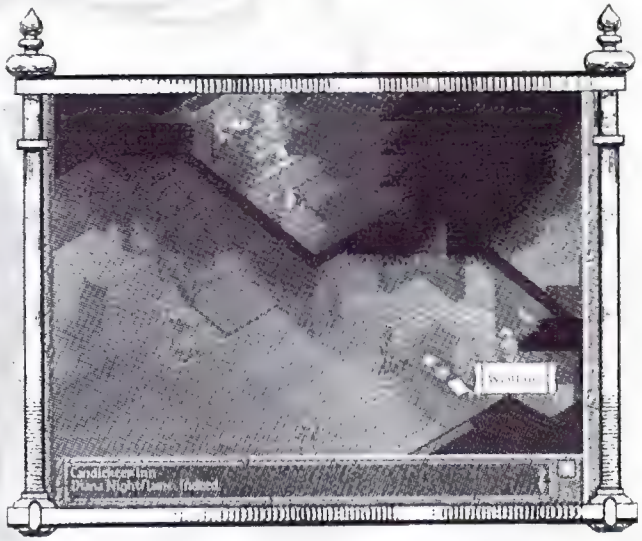
The idea of the outside world breaching our walls was not so remote now. Someone had reached through, someone who wanted me dead.

I could not begin to imagine why.

Gorion is right to think we are no longer safe here, though I have no idea why someone would want to cause us harm. The attempt on my life may have been laughable, but I fear there will be more threats to come.

I took the dagger from Carbos's body, but knew I needed something more substantial to defend myself with than this pitiful blade, or even my staff.

Winthrop would have what I needed.



At the Candlekeep Inn, I found jovial old Winthrop at his accustomed place behind the desk, making his usual jests and bellowing his good-natured guffaws. I decided to keep the dagger, and purchased from him a long sword, a short bow, some arrows, a helm, and a small shield. I was tempted by a full coat of chain mail, but it was more than I could really afford, even after I sold Phlydia's lynx eye for fifteen pieces of gold.

I had one interesting encounter while I was there. Firebead Elvenhair, an old mage who makes the occasional visit here from Beregost, told me he'd left an Identify scroll with Tethtoril in the inner grounds. I swear, without me to run its endless errands, this keep would crumble into the very dust from which it sprang.

Day 1, Hour 9 (2 Mirtul, 1368)

I found Tethtoril easily enough, on the path that circles the Inner Keep. He gave me Firebeard's scroll and told me, too, that Gorion was urgently looking for me. Others had been telling me this as well, all morning.

I met Gorion—as I expected—on the steps before the keep. He told me that we had to go away. I replied that I had a few final errands to run, but that I would soon return. I also met Imoen on the inner grounds, the young woman who was my childhood companion. She's quite the young lady, now, though still immature at times, and rumor has it that she can be light-fingered, that she can't even show her face around the Candlekeep Inn any more because of her pilferings of Winthrop's cash box. She blurted that she knew Gorion was taking me away, that she'd read a letter of his… and indicated that she wanted to come along as well.

It would be fine with me. I like Imoen, thief or no. I doubt that Gorion would approve of her coming along, however.

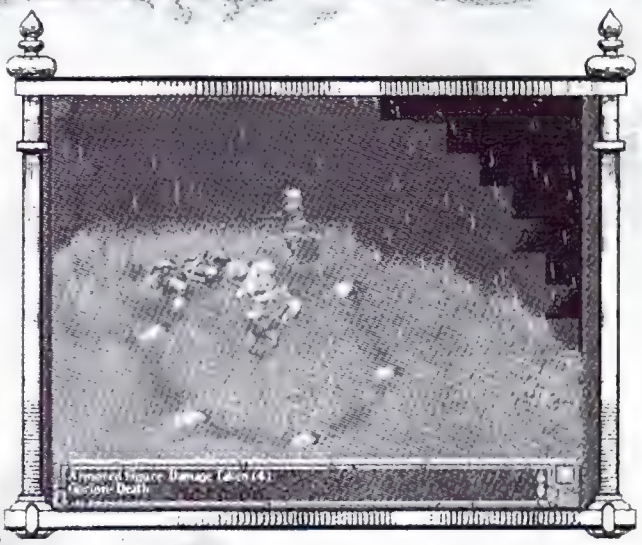
I returned the scroll first. Old Firebead was grateful for my help and cast a spell on me, saying it would protect me from any evil I might meet tonight. The way he said the words… it sent a shiver through me. What evil could touch me here, safe in familiar old Candlekeep?

I don't know what's out there beyond these walls, but I guess I'll find out soon enough.

Day 1, Hour 9 (2 Mirtul, 1368)

He's dead.

My foster father Gorion is dead, killed while defending me from a mysterious armored man and his cohorts.



Why? By all the gods, why?

They loomed up out of the gathering gloom upon the moors, as icy rain splattered from leaden skies. There were at least three of them, perhaps more, huge and menacing, heavily armored, inhuman. They demanded that he give them *me*, and he refused.

The attack was swift and deadly, and they were powerful with magic. A dazzling sphere of energy seared through the twilight and would have struck me, I'm sure, save for the warding of Firebead Elvenhair's magic. "Run, child!" Gorion shouted, hurling a magic-conjured bolt of his own.

I ran. I ran away, terrified, but I caught one glimpse over my shoulder of Gorion holding them off… of Gorion fighting, of Gorion falling in a blaze of white fire.

Someday I will have my vengeance. How, I do not know.

But… where now? In the daze of my wanderings after the short and brutal fight on the moors, I scarcely knew where I was, and I certainly had no clear idea of where to go. Gorion had mentioned a destination shortly before the attack—almost as if he suspected what might befall us. The Friendly Arm Inn, he said, was where I should go if we became separated. There were two people there, friends of his named Khalid and Jaheira, who would help.

I wanted to go back to the comfort and warmth and security of Candlekeep, but Carbos's attack was warning enough that I would not be safe there. Someone did want me dead, someone terrible and powerful, and even the walls of Candlekeep would offer little in the way of protection against such power, or against the blade of the paid assassin in the night.

No. I must press on.

Gorion is dead.

Pull yourself together! Here's where the quest begins in earnest. You have two names—Khalid and Jaheira—and they're at the Friendly Arm Inn. They'll help you, if you can reach them.

You'll find the Friendly Arm Inn by following the road east, then north when it branches. Be alert! The north road to the inn forks off to the right almost immediately after you enter the Friendly Arm area. If you miss that turn and stay on the main road, you'll find yourself in a pretty tough neighborhood!

Day 2, Hour 7 (3 Mirtul, 1368)

The next day dawned bright and clear after the rain of the previous, black and fire-shot night. I met Imoen on the road. She'd followed us, it seems, and though the road is more dangerous than I'd ever imagined possible, I could not send her away. I welcome her company and her companionship.

She'd mentioned reading a letter of Gorion's. We found our way back to the spot on the moor where the battle had been fought the night before. I cried when we found Gorion, lying on the charred and blackened heath where he'd fallen. Never in my life had I felt so alone, so forsaken.

Imoen was right. There was a scroll in his pouch, a letter that left me with deep misgivings.

My friend Gorion,

Please forgive the abruptness with which I now write, but time is short and there is much to be done. What we have long feared may soon come to pass, though not in the manner foretold, and certainly not in the proper time frame. As we both know, forecasting these events has proved increasingly difficult, leaving little option other than a leap of faith. We have done what we can for those in thy care, but the time nears when we must step back and let matters take what course they will. We have, perhaps, been a touch too sheltering to this point. Despite my desire to remain neutral in this matter, I could not, in good conscience, let events proceed without some measure of warning. The other side will move very soon, and I urge thee to leave Candlekeep this very night, if possible. The darkness may seem equally threatening, but a moving target is much harder to hit, regardless of how sparse the cover. A fighting chance is all that can be asked for at this point.

Should anything go awry, do not hesitate to seek aid from travelers along the way. I do not need to remind thee that it is a dangerous land, even without our current concerns, and a party is stronger than an individual in all respects. Should additional assistance be required, I understand that Jaheira and Khalid are currently at the Friendly Arm Inn. They know little of what has passed, but they are over thy friends and will no doubt help however they can.

Luck be with us all. I'm getting too old for this.

E

"E?"I wondered who that could be?

And why would this mystery person have been concerned with my raising and my sheltering?

It confirmed what Gorion had told me, that we should go the Friendly Arm Inn and there meet with his friends.

I didn't like doing it, but I also took with me the gold that was on Gorion's person, a bloodstone ring, and two parchments containing spells—a magic missile spell and a magic drain. I knew he would want me to have them—proof, as if I'd needed it, that the attack had been more than mere robbery—but it felt like the final backstab against a good and just man.

Day 3, Hour 0 (4 Mirtul, 1368)

We reached the Friendly Arm Inn at midnight. It had been a long day, and one fraught with danger.

Gibberlings, especially loathsome, foul, disgusting creatures swarmed at us out of the woods, meeping and yelping as they came. Imoen and I stood back to back and fended them off, slaughtering half a dozen before the survivors broke and fled.

We also met several fellow travelers, including two who offered to join our party, but I didn't like their looks and I pressed on without speaking further. I've heard so many stories of bandits on these roads. I know that Gorion's scroll said to seek such help, but how to know if it is help indeed, or another betrayal?

One of the travelers was a rather churlish, irritable sort, a mage, I believe, named Xzar. He kept indicating that he wanted to go south, to Nashkel. There was a rather strange old man who spoke in riddles, and a hunter or ranger, of some sort, named Aoln, who warned of gibberlings and wolves. I've resolved to speak with as many people as I can, even as I keep my hand upon the hilt of my sword.

I've been hearing more rumors lately, of iron shortages, and problems with the iron mines of Nashkel.

We arrived at the Friendly Arm Inn exhausted and hungry after our long journey and my exertions of the night before. Forks of lightning illuminated the

green-black night sky and icy rain soaked us through. We very nearly took the wrong path in the storm; there was a fork in the road and I started to follow the road to the left… but after traveling for a way, decided that we must have passed the turning to the inn and we doubled back.

Sure enough, the front gate to the Friendly Arm Inn was a short distance up the *right* path. I shudder to think what might have happened if we'd continued down the wrong path in the middle of the night.

The guards at the gate warned us of bandits on the roads and to obey the rules, but let us pass. The inn itself was a towering stone structure at the center of a walled compound, much like Candlekeep but less… *civilized.* Steps led up the east side of the tower, to a doorway.

But our way was blocked on those steps by a mage, a man who called himself Tarnesh. His attack was sudden and unexpected, and his magic was powerful. In the blink of an eye, I was facing *three* Tarneshes and had to decide which one to strike. In another moment, I was struck by a spell of some kind, an insidious magic that had me wandering about on the rain-soaked cobblestones, unable to fight or even think.

It was Imoen who came to the rescue, wielding a wand of powerful magic I'd not even known she possessed. It was a fierce fight, and we were both badly hurt, but at last I came back into full possession of my mind, wielded my sword at Imoen's side, and Tarnesh fell dead at the bottom of the steps.

Save early! Save often!

Some encounters will take you several tries to find the right combination of attack strategies, defense, and weapons. Unless you *like* having to replay the last five areas over again each time, save your game! You can't save when there are monsters close by, so you'll have to be backed up—just in case—before they show themselves.

The scroll he was carrying was terrifying in its implications:

Be it known to all those of evil intent, that a bounty has been placed upon the head of Diana Nightflame, the foster child of Gorion.

Last seen in the area of Candlekeep, the person is to be killed in quick order.

Those returning with proof of the deed shall receive no less than two hundred coins of gold.

As always, any that reveal these plans to the forces of law shall join the target in their fate.

A bounty! On *my* head!

I knew I would have to be very careful who I talked to from now on… and that I would be constantly watching the shadows, the blind corners, the hidden places of ambush everywhere I went.

It was not a comfortable feeling.

Day 3, Hour 1 (4 Mirtul, 1368)

Khalid and Jaheira were something of a disappointment. By the time we found them in the inn's great hall, I'd built the mental image I carried of them in my thoughts to something of heroic proportions. Jaheira seemed warrior enough, but her companion Khalid was such a weakling; so nervous, so jittery at the slightest odd noise. They offered to come with us, and yet…

I decided to sleep on it. I decided to take one of the cheaper rooms at the Friendly Arm Inn. Nevertheless, after spending last night in a cold and rain-lashed hollow beneath a fallen tree in the forest, it seemed like heaven.

I overheard more rumors of terrible things happening to the south, of iron shortages, of bandits waylaying travelers for the iron they carry; the same stories I'd been hearing at Candlekeep. Strange. I always thought of *gold* as the precious metal sought by marauders.

I have no other destination now. Perhaps I will go south. With such turmoil and unrest, it may be that there will be a ready market there for my arm and my sword.

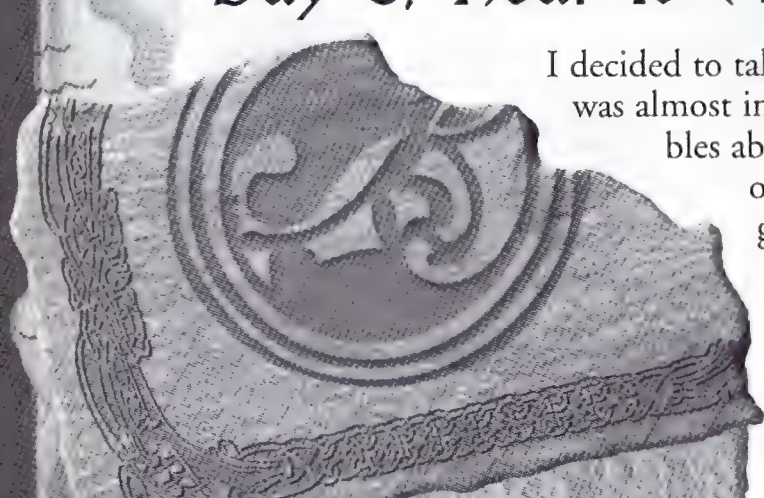
To the south, I now believe, lies the path of my vengeance.

Day 3, Hour 10 (4 Mirtul, 1368)

I decided to take Khalid and Jaheira with us to the south and was almost immediately sorry that I had done so. Khalid babbles about the day and how nice it is to be out in the open air, with or without sunshine, while Jaheira grouses and complains, responding to my slightest request with dagger-pointed sarcasm: "Yes, O omnipresent authority figure?" and "Nature's servant awaits!"

Even Imoen is starting to get on my nerves. She wants me to tell her stories, and complains about how Puff-guts—Winthrop, back at the Candlekeep Inn—would always tell her stories.

Still, with a bounty on my head and so much danger on the road, I feel safer as a party of four. Imoen's thieving ways, I think, may prove to be an asset in the days ahead, while Jaheira is a half-elf, like myself… and a fighter-druid. She knows the ways of nature, and my guess is that we are going to become all too familiar with the ways of nature in the coming weeks.



There's safety in numbers.

You might prefer to go it alone… but you probably won't get very far in *Baldur's Gate*. You can have up to five traveling companions at a time, and it's a good idea to fill those slots and keep them filled. Six of you attacking the most powerful enemy gives you six chances to hit to his one… and a chance to do considerable damage, no matter how powerful he is.

More important, you can diversify your party… with a fighter, a thief, a mage. Someone for everything you might encounter.

Day 3, Hour 18 (4 Mirtul, 1368)

We wended our way south from the Friendly Arm Inn, encountering more gibberlings along the way, and soon we were encountering worse.

Bandits! We'd been hearing so much about them, it was almost a relief when they stepped from the cover at the side of the road and fired a volley of arrows. Imoen and I rushed them, seeking to get close, rather than risk being cut down at a distance. I feared Khalid would break and run at a crucial moment, but he and Jaheira both kept fighting. In a few moments, four of our attackers were dead, while the other two had fled.

We were still examining the bodies when a shout from Jaheira alerted us to yet another threat. She killed them both herself… strange, red-hued caricatures of men whom she called kobolds. The creatures, I'd heard, were beings who preferred the secret places deep beneath the earth. What, I wondered, were they doing here, consorting with human bandits in the open air?

Day 3, Hour 20 (4 Mirtul, 1368)

Beregost is a sizable town, the biggest I have ever seen. We found a merchant willing to buy some of the loot we've been accumulating—extra weapons carried by the bandits we'd killed.

We spent all day exploring the town and talking to people. A pesky thief named Zhurlong has been pickpocketing me every time I try to get a word in edgewise, but I'd rather not cause a scene. He did mention losing some boots to hobgoblins in the badlands south of the city, though. I get the sense somehow that returning those boots to him may be the only way to make peace and have my goods returned.

The thought of hobgoblins on the road to the south worries me.

Day 3, Hour 21 (4 Mirtul, 1368)

Merchants are afraid to put to the roads because of all the bandit activity.

We decided to stay at the Jovial Juggler Inn this night. There are many rumors here about the iron shortage, about people making fantastic profits on iron, and about the bandits on all of the highways who will kill a man for a good, iron sword.

Tomorrow, we set off for Nashkel.

Day 4, Hour 9
(5 Mirtul, 1368)

There were at least two of them—ogrillons, I think they were called—and they attacked us from the trees at the side of the road, lumbering forward with obviously evil intent.

I used the one spell I had memorized—Burning Hands—and Imoen used the wand she carried. Then we both sheathed our swords and peppered them with arrows, trying to stay outside the clumsy reach of their oversized arms. Khalid surprised us both by wading in, swinging his sword, and both were quickly cut down.

They carried a little gold, which went into our common store. We also found the body of a recent, waylaid victim, a messenger, I think. He carried a letter for someone named Mirianne, from someone named Roe. We brought that along as well.

Not long after we met a mercenary in the service of the Flaming Fist—an organization that seems to pass as a kind of law enforcement militia around here. He was threatening to arrest us as bandits. Where in the Eight Worlds was he when we were being attacked by ogrillons?

I admit that I was nervous. We carried on us that letter to Mirianne, and the gold we'd taken from the ogrillon bodies. If he decided to search us…

"If we were bandits, why would we be walking out in the open?" I demanded. He agreed that we must, therefore, be harmless, and let us go. Gods above and below! If this is what passes for law enforcement in these parts, no wonder the bandits are running rampant.

Take advantage of civilization.

Towns like Beregost and Nashkell, and smaller settlements like the Friendly Arm Inn, will become your bases of operations. Find an inn, check into a room, and stay there for a while as you explore the countryside. Towns provide you with places to pick up supplies, the latest rumors, recruits to fill out your party, and plenty of opportunities to find short-term work and earn some more gold.

Perhaps most important of all—when your characters' hit points are running low after a battle or three in the wilderness, a few nights in a good room at the inn will work wonders… and for a little gold, the priest at the local temple will be willing to work some healing magic.

Make sure everyone is rested and in top shape before setting out adventuring!

Ogres and hobgoblins can be *really* tough early on.

Later, as your character gets better, you'll find they're not so tough after all. Still, in the early stages of the game, it's usually better to avoid tangling with these brutes. If you have to fight them, try doing it with ranged weapons like bows and slings. If you attack hand-to-hand, have as many of your characters as you can come at him from all sides.

And be sneaky! Sometimes you can lure one or two away from their companions by getting them to chase one of your characters . . . and lead him into the spot where you've hidden the rest of your people, bows and swords at the ready!

There are some hobgoblins lurking in the woods along the road that circles the Friendly Arm Inn. There are a couple of ogrillons—human-ogre halfbreeds—on the road just south of Beregost.

And be especially careful where the road takes a sharp twist to the left as it comes down off a steep hill just north of Nashkell. There are six hobgoblins waiting there, and one will be shooting arrows at you. It's a good idea to have ranged weapons of your own ready!

Day 4, Hour 18 (5 Mirtul, 1368)

As we were nearing the town of Nashkel at last, we were attacked again, this time by a force of six hobgoblins. They were big and they were well-armed and armored, and one stood off at a distance, firing poison arrows at us. There were far too many for us to handle ourselves, all at once.

It was my idea to leave the others behind a sharp bend in the road, just beyond the hobgoblins' range. I would go out and show myself, then dart back with one or two of the creatures lumbering after me in pursuit. I'd run around the corner, they would follow, and the four of us would attack them, using swords, bows, magic, whatever we could.

We had to rush the one with the bow and flaming arrows at the end, but we killed him at last. Poor Imoen was struck by poison arrows, and we very nearly lost her. She was close to death, I think, when we gave her one of her own healing potions. She continued to suffer from the poison, growing weaker... but at last, and before we had to give her another draught, her condition seemed to stabilize.

All of us were hurt to one degree or another, and were in no mood for enjoying the irony of yet another bandit attack further down the road.

By that time, our battle lust was up, our blood hot, and, leaving Imoen behind, we rushed them all with a shrill cry, scattering them. There were five of the brigands, and the three of us cut them all down.

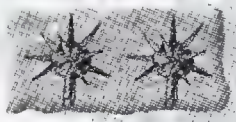
Even Imoen continued to hit them with her bow, despite her weakness.

Until that moment, I'd not thought much on the possibility of my death, not even when I was hiding from Gorion's murderers, not even when I read the scroll declaring a bounty on my head. This was real. Imoen, my childhood friend and companion, had nearly died, and I realized now how fond of her I'd become. People die. *Friends* die, sacrificing their lives for friends. I wish now I could return to Candlekeep, but I know that cannot be.

Not now.

Chapter One begins with Diana's experiences in Candlekeep, and the beginnings of her quest. It concludes when she approaches the town of Nashkel, in the south.

Chapter Two

Rating: 

Day 5, Hour 3 (6 Mirtul, 1368)

We have arrived at Nashkel, and the place is a hive of activity, even in the middle of the night.

It's a much smaller town than Beregost, but the streets are crowded, mostly with soldiers of Amn, all of them resplendent in their polished armor and winged helmets. A guardian on the road named Bardolan demanded we identify ourselves and warned us not to cause any trouble.

Once we crossed over the bridge north of the town and entered Nashkel proper, it was difficult to continue for ten steps without some self-important peacock of a warrior commanding us to "Stand back, citizen!" The martial air here bothered me; there were too many Amnish soldiers about merely for defense. Who were they planning on attacking?

Nashkel consists of only a few buildings. There's an inn, close beside the bridge. There's a merchant next to that who specializes in arms and armor. There's a large and ornate temple, the Temple of Helm, where we paid gold to heal our wounds after the terrible fight with the hobgoblins and bandits. Imoen, especially, needed that healing, because she was still very weak from the poison. There are some small houses and one large manor, the last on the north side of town. There's a tavern and a guard house and a few other buildings, and not a great deal else.

As we entered the inn close by the bridge, I was challenged by a woman named Neira. Another bounty hunter! Would this never end? The four of us struck almost together—there was no room here for chivalry—and she fell dead on the spot. Almost in the next breath, I asked the innkeeper for rooms for the four of us; was I becoming so jaded by the adventuring that I could kill a person with scarcely a thought?

Neira carried a letter on her person, one much like the other I'd seen… but with a few crucial differences.

Be it known to all those of evil intent, that a bounty has been placed upon the head of Diana Nightflame, the foster child of Gorion.
Last seen in the area of Beregost, the person is to be killed in quick order.
The subject is considered a formidable foe, and is likely to have well-armed traveling companions.
This offer has been extended to all appropriate guilds.
Those returning with proof of the deed shall receive no less than six hundred eighty coins of gold.
As always, any that reveal these plans to the forces of law shall join the target in their fate.

We all had a laugh about that in our rooms later. A "formidable foe," indeed! And the bounty on my head had gone from 200 gp to 680. I was coming up in the world, it seemed!

But this still didn't answer the question about just who it was who was willing to pay so much for my death. How could I be so important?

It also told us that there were eyes on those bandit-haunted roads, eyes following our movements, agents of the unseen power who wanted me dead, who'd noted our approach to Beregost and published this bounty notice within hours of the fact. The forces arrayed against us were powerful, secretive, far-reaching, and well-organized.

Mere bandits could never have managed such organization as this.

Day 5, Hour 11 (20 Hammer, 1368)

We explored the town today, talking to as many as we could meet. There weren't many about, other than the soldiers filling the streets. One of the soldiers I met demanded to know why I wasn't at the town fair with the rest of the citizenry.

One man boasted about how the Amnish were going to settle the issue with Beregost once and for all. Amn, I learned, is a great trading nation to the south, and Nashkel is on its northernmost frontier. Some of the citizens, it seems, blame Beregost for the iron shortages and the trouble in the mines, which seems to explain the military presence.

There is money to be made here, I think, assuming I can stay clear of these pesky pickpockets who seem attracted to newcomers in town like flies to a carcass. The Merchant of Nashkel has promised us gold if we bring back a winter wolf pelt. And we've been hearing rumors of a commander of the Amnish garrison, named Brage, who seems to have gone insane and has a price on his head. We're going to need more money if we keep having to pay priests for healing spells.

We also met the mayor of Nashkel, one Berrun Ghastkill, who approached us when he recognized Jaheira. Nashkel's ills, it seem, center on the mines, which he said were southeast of the town. Miners have gone missing in the mines' depths, and something is tainting every scrap of iron brought to the surface, causing items made from it to be easily broken. The mayor asked us to help and promised a reward if we would.

Who could possibly want to kill *me*!

But someone does. Watch your step! There's a bounty on your head, and there are forces out there that want you *dead*!

All you can really do is try to be prepared for combat. Build up your party's numbers and strength as soon as you can, and watch yourself when people come up and ask your name.

Your first such challenge—not counting the two inept would-be assassins inside Candlekeep—is a mage named Tarnesh who will accost you on the steps of the Friendly Arm Inn. He can be tough for someone just starting out; Imoen's wand can be useful in this situation, so have it ready.

Tarnesh won't be the last, however. You're going to be bumping into assassins in every town you come to, so watch your step!

Day 5, Hour 12 (6 Mirtul, 1368)

A man in Nashkel named Oublek mistook me for a bounty hunter named Greywolf. I cost myself a little gold but prevented him from making an expensive mistake. Only good things can come of it.

Day 5, Hour 13 (6 Mirtul, 1368)

Something is killing men in the mines. The Amnish guards are unable to stop it.

It's *magic*!

Magic is extremely important in *Baldur's Gate*... at least as important as conventional weapons. Don't neglect your collection of spells, and try to have at least one cleric or mage in your party.

In combat, protect your mage. Have him stand back out of the melee, working spells of defense for you and of offense against the enemy.

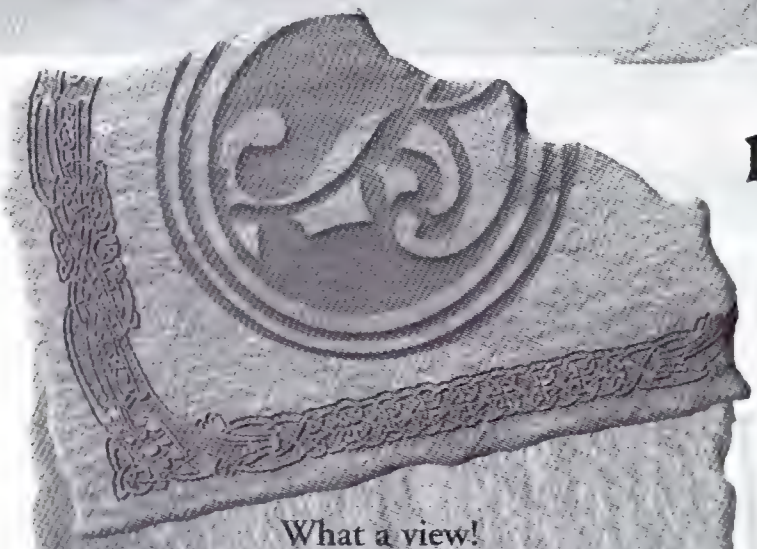
Some of your most powerful foes will themselves be mages. Your only hope of defeating them will be to overwhelm them with magic of your own.

Day 5, Hour 14 (6 Mirtul, 1368)

Imoen has been putting her considerable talents to work.

She left the party for a time and went off on her own, seeking out the huge mansion on the northeastern outskirts of the town. Slipping inside—she actually spoke to the guards inside the front door—she made her way upstairs and rifled through several chests of drawers. An alarm was sounded, but she was able to slip out and rejoin the party, bringing with her several more bottles of healing potion.

This was a relief to me, because I hadn't seen any of the stuff for sale anywhere, and I had a feeling that our investigation of the mines was going to be dangerous. I regretted stooping to common thievery, and yet there seems to be no choice. We *must* prepare against such dangers as we've already encountered... poison arrows and evil creatures, blades bared, seeking our deaths.



What a view!

Try to take your time and explore entire areas. You'll miss an awful lot if you stick to the roads. Numerous encounters will only take place well off the beaten track, and there are thrilling sub-quests to be found, treasure to be uncovered, and new friends to meet almost everywhere.

Well, there are also terrifying monsters, bloodthirsty lunatics, hideous undead, and mind-numbing threats of every description out there too... but you'll get used to that.

Day 5, Hour 16 (6 Mirtul, 1368)

East of Nashkel, we found the fair the guards had spoken of; tents, largely, with overpriced merchandise for sale. One merchant explained—with a jovial twinkle in a greedy eye—that it was the iron shortage that made his wares so expensive. We sold some excess weapons—and Imoen picked the locks on some chests, uncovering a little gold and some spears which we were able to sell as well.

We continue to hear rumors of the troubles in the mines, of miners afraid to work there any longer, of men killed by something terrible in the bottom of the mines.

We are as ready as we can be. We're on our way.

Day 5, Hour 20 (6 Mirtul, 1368)

We've found the mines at last, located south of the town fair. It took us a while to get down into them. The mines' upper workings are essentially an immense pit, but it took us some time and effort to find how to pick our way down a steep slope on its east side, past some idle mine carts and the track and trestle that delivered carts to the refinery works on the east side of the pit.

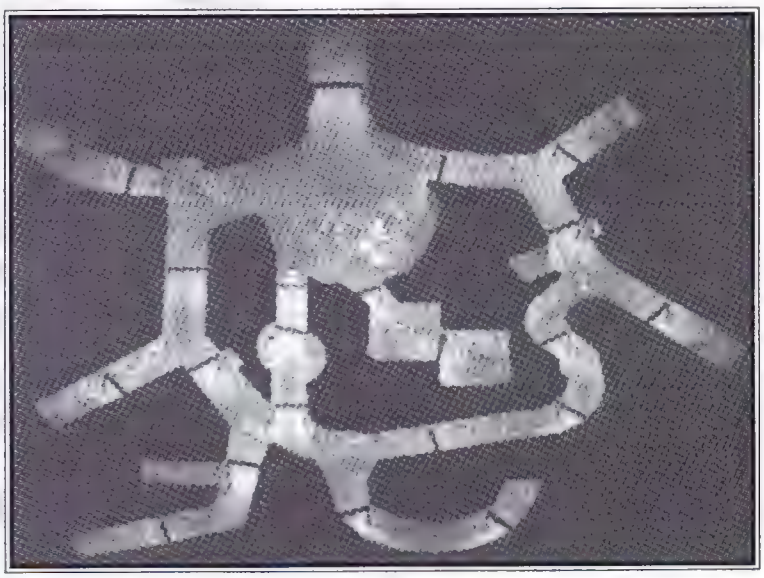
The mine entrance was on the north side of the pit, guarded by Amnish soldiers, who told me that I have to see a man named Emerson before they let me into the mines.

Day 5, Hour 21 (6 Mirtul, 1368)

Emerson has given me a day to conduct a search of the Nashkel mine. I doubt he would turn the guards on me, though. There are apparently more dangerous things to worry about down there.

Day 5, Hour 23 (6 Mirtul, 1368)

We arrived on the first level of the mines. The workers, plainly, are terrified. We talked to a couple of men, Gord and Ruffie. They insist that there are demons coming out of the walls in the mines, especially in the lower levels.



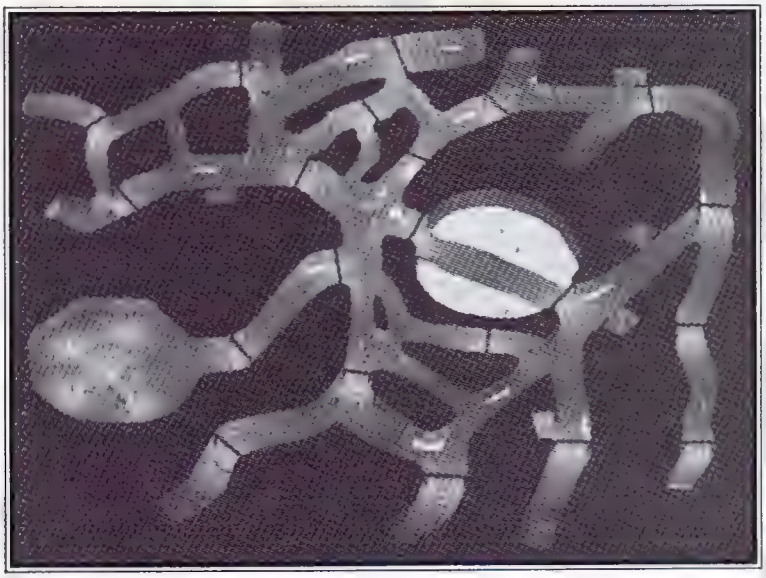
We had to progress in a methodical fashion, exploring the shafts, searching for the entrance that would take us down to the next level. We found it at last and without too much trouble. The entrance to level one is on the north end of the works; the exit to the second level is in the south, at the end of a passageway that ran straight south for a ways, then hooked about to the left.

I think the terror has affected some of their minds. A miner named Dink asked me to return a dagger to someone named Kylee. Here I am, an adventurer and a warrior-hero, and I'm still running errands for people!

Day 6, Hour 0 (7 Mirtul, 1368)

We have met the kobolds, and it is as if they materialize out of the solid rock surrounding us. Four of them jumped us almost as soon as we entered the second level, and several more attacked as we made our way north.

I found Kylee in a large, round room toward the west end of the level. In exchange for the dagger, he gave me the not-so-helpful news that kobolds are overrunning the entire mine, piece by piece, and that there were more in the lower levels.

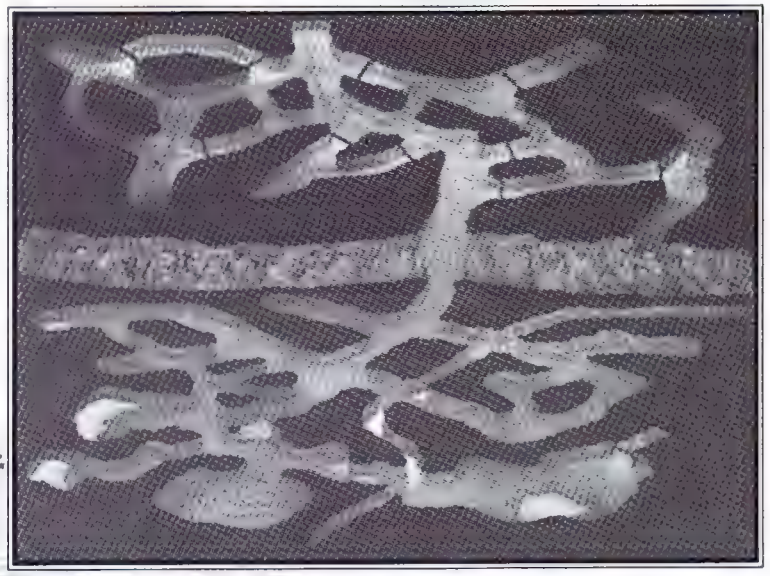


Carefully, we began exploring the second-level tunnels. We'd entered from the south on this level; this time, the way down was to be found by going as far east as we could, past a huge, subterranean lake, then taking a long, almost straight shaft leading south.

We were attacked by more kobolds and discovered that many are excellent bowmen who enjoy lobbing arrows at us down the long shafts of these cursed mines with deadly accuracy. All of us took a few wounds, at least, though the worst of these we healed with potions we'd bought with us.

The kobolds are an excellent source of extra weapons—arrows, especially, which we are using in huge numbers. Imoen and I both have longbows now, and we find our best strategy is for us to hang back and pepper the enemy with arrows while Jaheira rushes ahead, summoning up an attack spell. When the enemy is sufficiently weakened, we shoulder our bows, draw our swords, and rush to the attack.

We've found one strange thing. Many of the dead kobolds have curious bottles of an unknown green substance on their bodies. None of us know what the strange liquid is, but we've collected a few, in case they turn out to be valuable. Some also carried gold on their bodies, and we doubted that they'd been taking it from the poor miners. What's going on here?



The third level was a veritable maze of passages, and some of them, we discovered, were trapped. Imoen was slightly hurt by one… ironically, since she's usually pretty good at spotting traps. We entered from the north and, ignoring passages to the left and right, proceeded more or less straight toward the south, crossing over a stone walkway that bridged a deep chasm, its depths alight with the sullen orange glow of liquid-flowing rock. We encountered more kobolds, and more. The individual skirmishes were becoming more and more frequent, until our progress was a single battle, ongoing against innumerable foes.

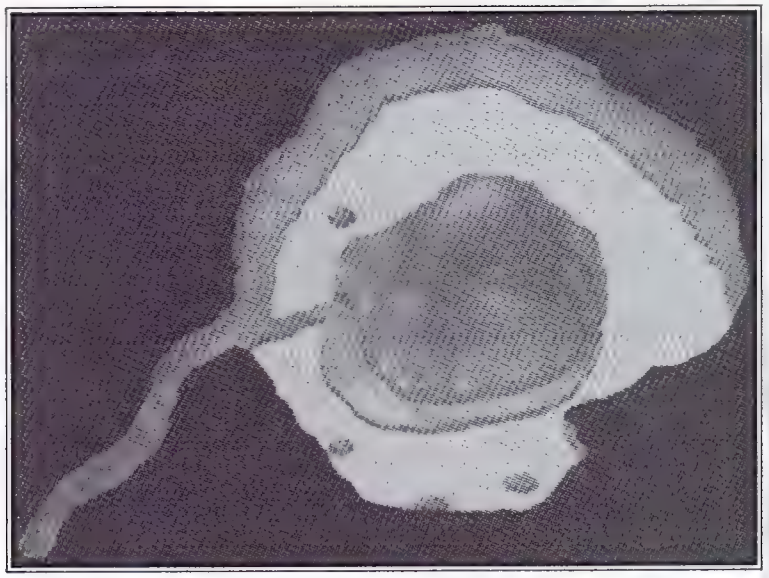
We were bearing toward the southwest; just past a pool of water, we decided to make our way more to the east. We passed a large, oval room on our right… and as we did so, we were horrified to see an immense spider emerging from that room.

I've always hated spiders, but the ghoul stalking us from the corridors at our back was even worse. We fought briefly, then fled toward the east, thinking to race past this ambush and get away.

That was a mistake. Our way ahead was blocked by more kobolds than I'd yet seen in these tunnels, and in short order we were trapped between two deadly forces!

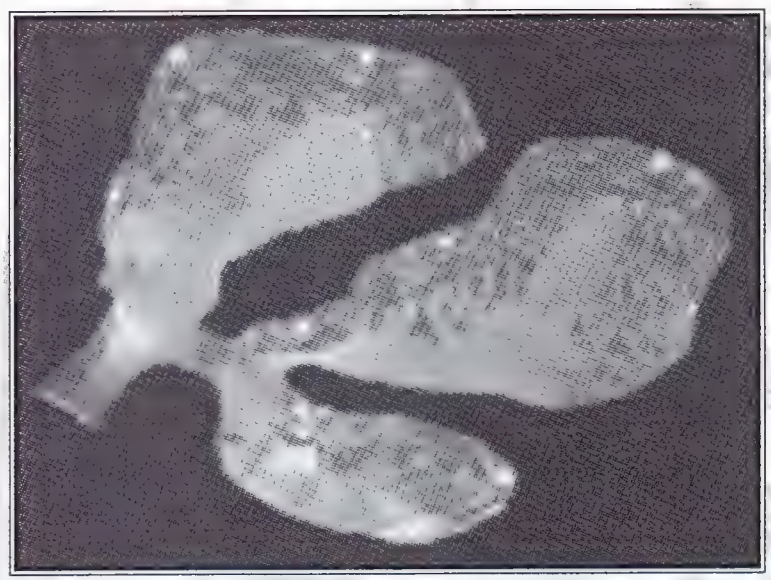
We were able to push ahead until we reached a bridge above a lava pool. There, the four of us stood back-to-back, slashing away at the horrors closing in around us. Khalid was bitten by the spider, but he killed it with a mighty sword thrust. Jaheira felled the ghoul. The last of the kobolds broke and ran, and we cut them down with arrows before they got out of range.

I was glad we had the additional healing potions Imoen had stolen in Nashkel. We needed them now! Khalid nearly died from the spider venom, but we were able to restore him to almost his full strength. I am increasingly impressed by this fighter. His stutter, his uncertainty, his light-hearted babblings suggest weakness, at times, but I think he is the strongest of us all.



We found the entrance to the lowest level further to the east, past another pool of water. As we marched for the doorway, visible ahead at last, one of us sprung a trap, and fireballs lashed at us from the darkness. We were able to reach cover, however, with only slight injury.

The final level, far beneath the surface and the sunlight we thought we would never see again, was a surprise; a rounded hill of an island in the middle of an underground lake. Bats swarmed in the tunnel when we first emerged, and we killed several of them.



Beyond the tunnel's mouth, a bridge across the water led to a cavern in the hillside. After yet another battle with kobolds, we entered the cavern, weapons ready... wondering what we would find.

Day 6, Hour 8 (7 Mirtul, 1368)

We are closer, I think, to learning what has been transpiring in these regions, though the final solution still eludes us. Within the cavern inside the mine caverns, we met a strange half-orc named Mulahey, who seems to be the agent of the death and destruction afflicting the mines.

Mulahey seemed confused. He thought someone named Tazok had disposed of. He babbled something about having been ordered to poison the ore in the mines and is furious that the kobolds had let us pass.

"By Cyric!" he cried, "not a measure of ore leaves this mine unspoiled, and I am still to be executed? I'll not lose my head over this!"

I decided to use his confusion. "Yes! Tazok is… is most displeased with thee!" I replied. "Reveal your treachery, and mayhap he will spare you!"

"Tazok is unfair." He was almost crying. "I have no desire to cheat him or thee! My letters will show it!" He gestured, pointing to a large trunk. "They are in that chest. Take them, take them and Tazok will see!"

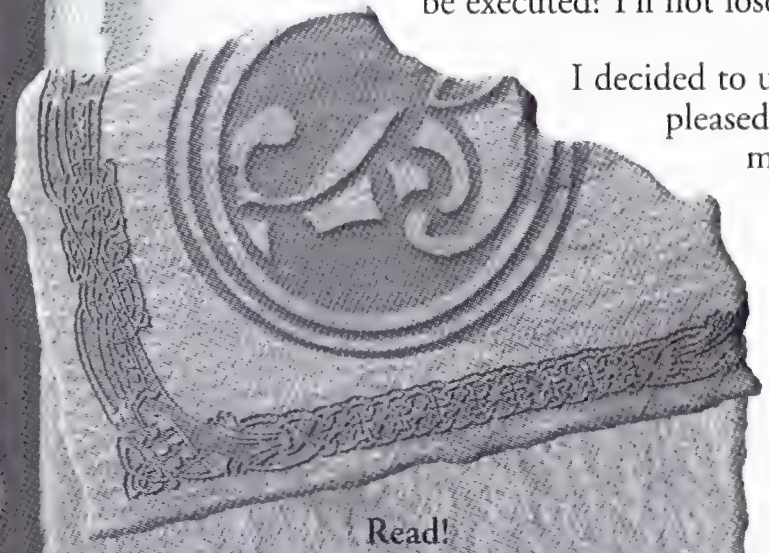
But even as we turned toward the trunk, he attacked, exclaiming that we should *never* turn our backs on such as he.

The fight was a tough one. Mulahey was proficient in magic, and with a wave of his hands and a flash of energy, he summoned forth a small army of living skeletons that closed in upon us, together with a horde of kobolds. We dispatched them, though, by crowding them into a corner of the cavern where they all couldn't get at us at the same time and hacking them down one after another.

Mulahey didn't escape us either. At one point, he actually surrendered, telling us again that we could have what was in his chest… but then he was attacking us once more, a madman… a mad half-orc, I should say.

And finally he was dead.

Chapter Two is complete when you have killed Mulahey and found his letters.



Read!

You'll find lots of scrolls out there—in chests, on bodies, in bookcases. Pick up every one you can and read it as soon as you get the chance!

Some will be of no special importance—though some are central to various subquests throughout the game and might come in handy later. Certain letters, books, and diaries are vital to winning the game, however. You don't need to save them in your inventory after you've read them, but you *must* open them to proceed to the next chapter. Many contain new pieces to the puzzle you're uncovering and will give you clues as to where to go next.

You'll also find bounty notices on the bodies of some of the assassins sent to knock you off. You'll get a good idea of how much of a problem you're posing to the enemy as you watch the promised reward for your head climb!

Chapter Three

Rating:

Day 6, Hour 9 (7 Mirtul, 1368)

The contents of that chest proved very interesting. There were letters there, as Mulahey had said.

My servant Mulahey.

I have sent you the kobolds and mineral poison that you require. Your task is to poison any iron ore that leaves this mine. Don't reveal your presence to the miners, or you will find yourself swamped by soldiers from the local Amnish garrison. My superiors have recently hired the services of the Black Talon mercenaries and the Chill. With these soldiers at my disposal, I should be able to destroy any iron caravans entering the region from the south and east. I don't want to deal with iron coming from the Nashkell mines, so don't fail in your duty.

TAZOK

This was interesting. It had all the makings of some sort of grand conspiracy. Who was this Tazok, and who were his superiors? Why were they destroying iron caravans?

The mysterious vials of green liquid were explained now, as were the rumors we'd heard of someone tainting the iron ore coming from this mine.

The second scroll was a little sharper and more to the point.

My servant Mulahey,

Your progress in disrupting the flow of iron ore does not go as well as it should. How stupid can you be to allow your kobolds to murder the miners! With your presence revealed, you should be wary of enemies sent to stop your operation. Your task is a very simple one; if you continue to show that you can't do the job, you will be replaced. I will not send the kobolds you have requested, as I need all the troops I possess to stop the flow of iron into this region. With this message I have sent more of the mineral poison that you require. If you have any problems, then send a message to my new contact in Beregost. His name is Tranzig, and he'll be staying at Feldpost's Inn.

TAZOK

No, Tazok does not sound like a nice fellow at all. We took all of the letters we could find, in case someone needed proof of this unfolding conspiracy. There was other loot as well, including an evil-looking symbol—Mulahey's Sign—and a great deal of gold. We took it all… and had to dispose of a few more skeletons, horrible, nightmare things of gleaming bone and glowing, red eyes that seemed to materialize out of the solid rock.

In one of Mulahey's caverns, we made another surprising discovery, an elf named Xan being held prisoner there. Quite a despondent fellow, actually. He was investigating the problems in the region just as I am, so I accepted his offer to join with me.

I *do* wish he would stop talking about all of us going to meet our doom together.

Reversing our steps, we returned to the surface, then wended our way out of the pit and turned north, heading back to Nashkell.

Day 6, Hour 12 (7 Mirtul, 1368)

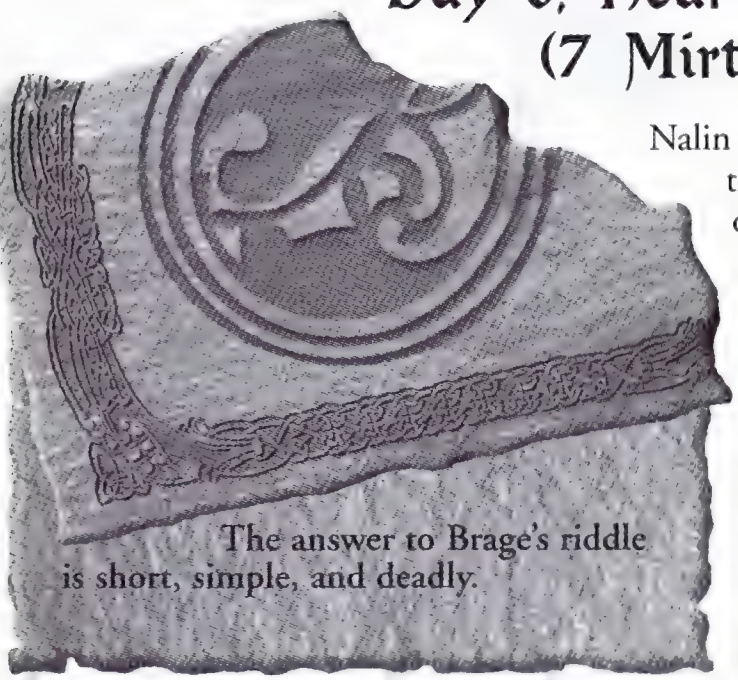
We returned to Nashkell, where we were warmly received both by the ordinary citizens—who call us heroes for cleaning out the mines—and by Mayor Ghastkill as well, who gave us 900 pieces of gold as a reward, a princely sum indeed for a small and struggling town.

Tensions seem somewhat relieved, though people still worry about the bandits on the surrounding roads, and whether or not they will continue to disrupt the iron caravans.

Day 6, Hour 13 (7 Mirtul 1368)

There is a large reward for the head of Brage. His former comrades seem unwilling to try and collect, however.

Day 6, Hour 14 (7 Mirtul, 1368)



The answer to Brage's riddle is short, simple, and deadly.

Nalin at the Temple of Helm seems to think that Brage might be under the influence of some evil force. If I return him to them, he might not be killed for his crimes.

The priests of Helm cured my companions and myself of the last of the wounds we suffered in the mines. None of us is eager to proceed on the road again, but there seemed to be little point in staying here. Should we go and hunt for Brage? Or continue to the north?

Day 6, Hour 14 (7 Mirtul, 1368)

A large force of men from Nashkell went to reclaim Brage. None have returned in the past week.

Day 6, Hour 15 (7 Mirtul, 1368)

What is it?

You'll find lots of unidentified items during your travels. When you have the chance, pay some gold to have them identified by an innkeeper or merchant. You may find you've been carrying a treasure all alone... possibly a weapon or potion with unsuspected magical properties!

But be careful. There are some *cursed* items out there, too!

We met a man in the Nashkell Tavern named Volo. He claims that Commander Brage, of the Amnish guard, has been missing for some weeks now following a strange alteration in his behavior. Where once he was a well-thought-of family man, he turned to senseless mayhem, effecting a rampage the likes of which I have never heard. His fellow soldiers noted nothing out of sorts that could trigger such a transformation, but one notable item seems relevant. If not for the iron shortage it would have gone unnoticed, but, prior to his mad rage, the commander procured a new sword. The importance of this information I have no way of verifying.

Day 6, Hour 17 (7 Mirtul, 1368)

Another bounty hunter! Lords of Faerun, will this never end? This one a powerful magician, named Nimbul, who accosted us outside of the town's store. It took some time to defeat him, and the use of two of Xan's spells.

We took a letter from Nimbul's pouch, wondering what the bounty was now. The letter was not what we were expecting.

Nimbul

The money you have received from Tranzig should cover your usual fee. Your assignment is a difficult one, but I'm sure you are up to the task. There is a group of mercenaries who should be coming through Nashkell in the next few days. They are led by a whelp named Diana Nightflame. You are to kill her and all that travel with her. I warn you, they may not look like much, but they're very dangerous. Good hunting!

TAZOK

Tazok... the name Mulahey feared so much.

And Tranzig, apparently, is some sort of go-between. I'm thinking I would like to have a talk with this Tranzig, in the hopes of getting a lead on his master, Tazok.

Obviously, we've attracted some attention in high places, enough now to warrant a special assignment for a particular assassin, rather than a general bounty notice. We all had a chuckle over the "whelp" bit, and the fact that we don't look like much. To tell the truth, after a week on the road and our adventures in the Nashkell Mines, we *do* look pretty disreputable!

Day 7, Hour 17 (8 Mirtul, 1368)

We've set out again on the road north to Beregost. I'm eager to return to Candlekeep, if I can. Besides, this last assassination attempt has convinced us that it's not safe to stay too long in any one place. We need to try to get a lead on this Tazok character, and find out what his game is... and why he's so eager to see us dead.

Day 8, Hour 4 (9 Mirtul, 1368)

We arrived at Beregost in the dark, pre-dawn hours of the morning, exhausted after our long exertions. We needed rest. Probably, we should have stayed in Nashkell, but I was eager to press on, and the ominous gatherings of Amnish troops to the south worried me.

We'd checked into the Jovial Juggler Inn on the southeastern edge of the town, a place known for its music, dance, and entertainment. We had little interest in such amusement, as tired as we were. All in our party were complaining bitterly of being kept on the road for so long, and even I had to agree with them. I must rest!

Day 9, Hour 14 (10 Mirtul, 1368)

I had a dream last night.

We'd elected to splurge on their best rooms. We had enough money, now, and we needed the rest… and the recuperation after our efforts in the Mines.

As I slept, I saw Gorion; my heart rejoiced to see that he wasn't dead after all! Gradually, though, I realized that he was dead, and that he was trying to give me a message.

"You can't go back to Candlekeep," he told me. That route, he said, was closed to me.

I awoke, my mind in a whirl, thinking Gorion was still alive, devastated to realize it had been a dream, confused by the content of his message, if message it was.

But if not Candlekeep, where should I go?

As I thought about it, I realized that clearing the mines at Nashkell will not solve the problems plaguing the countryside, either. More iron may be coming from the Mines now, but the roads are still plagued by bandits, so much so that commerce is nearly at a standstill.

And I keep thinking about the discovery that Mulahey was taking orders from someone else, someone named Tazok.

Someone who is trying to kill us all. Candlekeep would not protect us from the forces now being deployed to find and kill us. A return to Candlekeep would be a sentence of death.

Perhaps that's what Gorion's spirit was trying to tell me. We must press on. We've come too far to turn aside now.

Day 9, Hour 15 (10 Mirtul, 1368)

Gurke, a crusty old dwarf in Beregost, has had his supposedly famous cloak stolen from him by a batch of tasloi in the Cloakwood. After our brief encounter, I have come to the conclusion that I'd do almost anything to rid him of that sour mood.

Day 9, Hour 16 (10 Mirtul, 1368)

Officer Jessa Vai of the Flaming Fist is marooned in Beregost with her contingent. In her desperation to return to Baldur's Gate, she's offering me 50 gp for every bandit scalp I can bring her. She'll be waiting for me at the Jovial Juggler Inn.

Yuck. Don't much care for scalp collecting myself, but... hey, it's a living. In some circles, anyway. After the encounter with Officer Vai, you'll find any bandits you kill have scalps for the taking.

Well, it's not like they *need* them anymore....

Day 9, Hour 17, (10 Mirtul, 1368)

I met that strange man again, though he now identifies himself as Elminster! All who walk the Realms know of this man, though what he should find of interest in me, I do not know. He said that the bandits I seek make a habit of traveling in the northeast. Again I must wonder why my concerns are worth his attention.

Day 9, Hour 18 (10 Mirtul, 1368)

We've found Mirianne.

Imoen found her, rather. Our party's thief had slipped away for a time, looking for items that might be of use in our continuing quest—particularly more healing potions. In one of the homes in Beregost she met a woman distraught because she'd not heard from her husband, Roe, in many days.

Imoen remembered that name from the letter we'd recovered from one of the ogrillons we'd killed north of the city; she came and told me—I was still carrying the letter in my pack—and together we went to see the woman, whose name was Mirianne.

She was almost pathetically glad to get the letter and know her Roe was still alive. She gave us more in her gratitude than Imoen could possibly have found in that house through thievery—a charmed ring of protection.

Day 9, Hour 20 (10 Mirtul, 1368)

We'd already agreed that returning to Candlekeep was out of the question, just now. My quest for vengeance would remain unsated among those books and scholars, and the dream I had of Gorion has unsettled me. And there is still the matter of Tazok, if we can find out where he is hiding.

After hearing so much about the Amnish commander, Brage, however, we'd decided to set out in search of him, in order to return him to Nashkell and claim the promised reward, but fate had another turn for us, another direction.

We'd stopped in for a drink and to pick up a few more rumors at Feldpost's Inn, in the southwestern corner of Beregost. Quite frankly, we were getting sick of the town, and anxious to move on. Perhaps that's why tempers were frayed.

In any case, a bully named Tranzig was there. He was obviously trying to pick a fight… and before long he'd gotten one.

Tranzig! The gods had delivered to us the key to Tazok! But first, we had to find out how to best use it.

As Tranzig threatened us, claiming to be a powerful wizard, we found ourselves swiftly drawn into a barroom brawl. Tranzig was a powerful fellow,

When you're in town, be sure to stop at the inn and hoist a few!

Inns and taverns are great sources of rumor, as well as places to meet likely new recruits for your party or find people who are willing to pay you for some service or other. If you buy a few drinks, the inn keeper will pass on some of the latest gossip.

Just don't drink too much. Your character *will* become drunk if he drinks too much!

but my own skills at hand-to-hand have improved a lot in these past days. It took a while, but at last we'd beaten him to the floor. Gasping, blood smearing his face, he told me he surrendered.

"Okay, okay, I'll talk!" he cried. "I'm a messenger for a man named Tazok. I just ferry messages between him and a fat goblin named Mulahey. Tazok pays me good, so I keep my yap shut. Can I go now?"

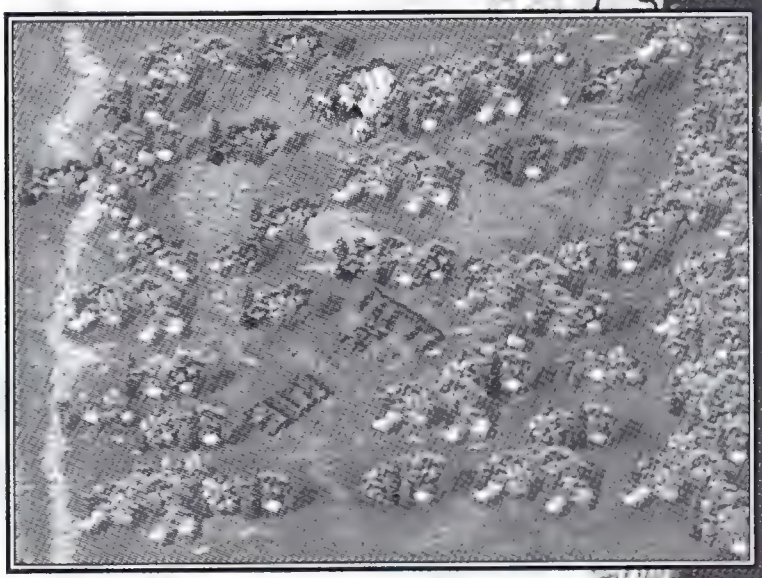
Tazok! There was a name I knew well! "Where can we find this Tazok?"

"Tazok? You can find him in the Wood of Sharp Teeth. He's the captain of two groups of bandits. Their camp's always moving, so I don't know how much luck you'll have findin' them. Can I get outta here now?"

He described where the Wood of the Sharp Teeth was, close enough that I knew we could find it… northeast of the Friendly Arm Inn.

We set out the next morning.

Day 11, Hour 20 (12 Mirtul, 1368)



The bandit camp is located northeast of the Friendly Arms Inn, but we never would have found it without Tranzig's help, or the help of one of his bandit partners. A horrible place of dread and death. The bodies of some of the bandits' tortured victims hung from poles on the outsides of the tents, flayed and bloody, as clouds of black flies swarmed and buzzed above those stark offerings.

The bandit leader was exactly the man—if man he was—we were looking for.

Tazok.

This, then, was the power behind Mulahey in the Nashkell Mines, the man Mulahey was so terrified of. He was furious that we'd been brought to the camp and attacked us almost without warning.

Imoen hit him with a bolt from her wand, while I struck with a spell of magic missiles. After that, it was conventional weaponry, as Imoen hit him with arrows and I attacked with my swords. The rest of the party began fighting other bandits, who flocked in to join the fun.

After a time, Tazok surprised me by stopping the fight. "You fight well!" he told me, with a booming laugh. "I'd say you're good enough to join our little band!"

It seemed a strange kind of initiation. All of us required some draughts from various healing potions we were carrying to restore ourselves, and several of Tazok's bandits, including one big guy in very expensive-looking armor, were dead. Imoen checked the body of the big guy, surreptitiously, and found two bottles which she pocketed; a Potion of Magic Blocking, and a Potion of Dragon's Breath.

Those looked like they were going to be extremely useful.

Stay back!

Don't forget the importance of ranged weapons! Bows, crossbows, and even the lowly sling can give you a tremendous advantage against a Goliath armed with nothing but a sword... or claws and poison bite! Not all of your characters can use a bow, but *anyone* can use a sling. Just make sure you stock up on plenty of "bullets" when you visit a merchant for supplies.

Remember! If he can't reach you, he can't hurt you! Snap off shots as he lumbers toward you, then back out of range before having at him again. It might take a long time, but you'll kill him eventually.

Day 11, Hour 22 (12 Mirtul, 1368)

Our careers as bandits was mercifully brief. I don't think I could have stood the stench of that foul place for very much longer. Imoen snuck into Tazok's tent, hoping to get a look inside the large chest he kept there... but the bandit leader was on his guard, and she was attacked.

The rest of us rallied around, and this time the battle was bloody, wild, and totally without mercy.

Tazok wasn't there, but his tent was guarded by some darned powerful henchmen, creatures more monstrous than any I'd seen before, one a towering, ogerish monstrosity wielding a long halberd, another a powerful hobgoblin, a third a human mage in a brown robe who

wove terrible magics as we fought. The battle quickly grew desperate, all of us badly hurt as we hacked and hewed through those inhuman monstrosities. Xan—poor Xan!—delivered spell after spell, but then was cut down by the other magician.

Imoen, at last, backed into a corner, used the Dragon's Breath potion she'd lifted from the body of the bandit we'd killed earlier. The magic elixir, when swallowed, momentarily transformed her throat and mouth and lungs… and she spewed forth a huge fan of searing flame, a dragon's blast indeed that caught our enemies in a lashing, roaring sea of fire.

Even at that, the big guy was still up and fighting. I killed him myself, smashing him down with my sword until it splintered, useless, on his armor, then snatching up the sword of a fallen bandit nearby and continuing the attack, surrounding the halberd-wielding monster-mountain who, together with a well-armored hobgoblin, were backed into a corner of the tent until we cut them down at last.

When the bandits were dead at last, we stood, bloody weapons in hand in that reeking charnel house, scarcely able to believe the victory.

There was a human there, a prisoner of Tazok's awaiting a painful execution. I hoped he might be able to provide us with some information.

He was a garrulous sort and gave us more information than we could possibly have hoped for.

His name, he said, was Ender Sai, and at first he'd thought we must be some of Tazok's bandits, though he soon changed his mind. He'd not taken part in the fight, but he was happy enough at being rescued at the end. Apparently, we'd arrived just in time to rescue him from becoming another of Tazok's decorations, flayed and strung from a pole outside the tent.

"We're not Tazok's lackeys," I told him. "What's going on here?"

"Aye, you're not," he said. "Well, this whole place is dirty to the core, and that's what's going on. These aren't your ordinary bandits. They're part Black Talons and part Chill, Chill being a demihuman band. Mostly hobgoblins, and led by that creepy smart one, Ardenor Crush. There be others elsewhere, like that priest Mulahey, sent to take over the mines of Nashkell. Set himself up as a kobold god returned, and legions of brainless, barking fools believed him, ready to do his bidding 'till death do they part.' "

"Mulahey's dead," I replied, impatient with his longwindedness. "He was working for Tazok. I understand. Question is, who's Tazok working for?"

"That's the trick, see? Crush and Taugosz Khosann, leader of the Black Talons, both thought he's getting orders from the Zhents and Tazok didn't do much to discourage that particular line of thinking. But the Black Talons and Chill are bandit groups, see? They ply the trade routes, avoid the cities, and that's where they go wrong. I'm from the Gate and I can tell you dead as leather that the Zhentarim aren't behind this."

"How can you be so sure?"

"A desire for silence isn't the only reason I wear soft-soled boots. I wear 'em so I can tell whose toes I'm stepping on. I don't mess with no Zhentarim. I picked my enemies and I messed with one group and one group only—the Iron Throne. And, right as rain, here I am Tazok's personal prisoner. You do the math."

"The Iron Throne," I said. Here, at last, was the name of the power behind the bandits and the iron shortages. "Where can I find them?"

"They have a tower in the city and that's where my troubles started, but I'm guessing it's just a front. Tazok's been making regular visits to the Cloakwood, so that's where I'd start if I were you. There are some documents in that chest that might be worth taking a look at, too…

"Now, go step on some toes, all right? And you can tell them Ender Sai sent you."

The chest contained a great deal of gold, and two letters, both of them most interesting indeed.

Tazok,

I hope that everything moves along smoothly. I have written to give you the instructions of our superiors. I have been told that a small band of mercenaries might cause the Iron Throne some trouble in the future. You are to ensure that they don't live to upset our operations. Obtain the services of the assassin Nimbul. He should serve you well.

DAVAERN

So the chain goes on. Tazok was not the head of the conspiracy seeking to block the movement of iron throughout the Realm, but I hadn't really thought he would be.

Here was the source of the order to Nimbul, whom we'd killed a few days ago in Nashkell… not Tazok, as we'd assumed, but this new name, Davaeorn… a representative, it seemed, of the Iron Throne.

The second letter was a bit sharper in tone.

Tazok

I have noticed that your shipments of iron have slowed as of late. It is imperative that we receive another ton of ore. Step up your raids, and get a shipment to our base in Clarkwood within the next week. Also, Sarevok wants to know what has happened with the band of mercenaries. Have they been killed? You had better ensure that they have been, as Sarevok will not take lightly to any other news.

DAVAEORN

If Ender Sai's account was to be believed, Tazok and his two bandit bands, the Chill and the Black Talons, were all working in the service of the Iron Throne, the one organization that Ender Sai had crossed, only to find himself next on Tazok's list of featured attractions, hanging from a pole outside a bandit tent.

The Iron Throne! I'd heard of the Iron Throne before, though there was precious little to be known of it, so far as I knew. It was, on the surface, a merchants' or traders' association, but one that had become involved in politics and behind-the-scenes manipulations of the powers that run our world. According to most stories I'd heard, the Iron Throne employed brigands and bandits, thugs of every stripe and breed, to do their dirty work… whether it was to threaten honest merchants, drive a business to ruin through extortion, or eliminate a competitor who'd learned too much. They were

banned from trading in Cormyr for a year, I'd heard. If the rumors I'd heard were true, they were a dangerous and secretive criminal society, one seeking to dominate from the shadows.

The Zhentarim that Sai had mentioned was another secretive group, a network of mages, priests, and warriors devoted to dominating trade through the region. Was the Iron Throne using the Zhentarim as an unwitting front for their own political ambitions?

This was a dangerous and powerful group of toes that we were stepping on.

Who, I wondered, was this Sarevok named by Davaeorn? Another link in the chain? Or the ultimate power behind Mulahey and Tazok and Davaeorn and all the rest?

In any case, it appeared as though our next destination was the Cloakwood.

Chapter Three ends when you recover the letters from Tazok's chest.

Chapter Four

Rating:

Day 14, Hour 15 (15 Mirtul, 1368)

Has it only been two weeks since I left Candlekeep? It seems so much longer…

After our confrontation with the bandits, we returned to the Friendly Arm Inn, there to spend two glorious days recuperating. On my first night, I had another dream. It seemed that I stood once again in the Nashkell Mines, and there before me was the hideous, bloated body of Mulahey. A bone knife floated before me; clearly, I was to take the knife and drive it home.

There was something, though… a reluctance in me, a recognition, I think, that Mulahey was the puppet of powers vaster than he by far. He would receive his reward in the land of the dead; judgment was not in my hands or in my heart. In my dream, I turned my back.

And… something screamed, deep beneath. I knew not what, but it awoke me, sweat-drenched and trembling.

I couldn't tell what the dream meant.

From the Friendly Arm Inn, we set off once again, taking the south-bound road. The Cloakwood is a vast wild

Choose your friends wisely.

You may not have a lot of choice, early on, in who your companions are, but as time goes on, try to recruit new members who will enhance the group. You should have at *least* one good fighter and one mage to handle physical combat and magic. Druids often know some magic and can fight as well.

And *don't* forget to bring along a thief!

If you're not careful, you'll have five tagalongs who are more trouble than they're worth.

Complaining… always complaining!

and forested area southwest of the Friendly Arm Inn. I didn't think many people went there… but was proven wrong when we met an elf named Coran near a bridge.

"There's a reward of 10,000 gold pieces for the head of a dragon!" he exclaimed. "But from the description of the barb in its tail, I know it's not really a dragon… but a wyvern!" He asked if we would like to help him on his quest.

I know little about the relative anatomies of dragons and wyverns and wasn't sure why he thought a wyvern would be an easier target than a dragon… but still, the reward was tempting. And since we were going the same way, deeper into the Cloakwood, it seemed best to join forces.

Day 14, Hour 18 (15 Mirtul, 1368)

We have agreed to help Aldeth Sashenstar, a noble from Baldur's Gate, to fight off a band of druids seeking his life.

There were several druids, led by one named Seniyad. It seemed a senseless fight to me, and I would rather we'd not gotten involved… but once we'd declared that we were assisting Sashenstar, there was nothing more to be done but carry on with the bloody business. We killed several, and the rest, no match for us in their leather garb, fled. Aldeth Sashenstar thanked us with a Potion of Super Heroism.

We continued out explorations of the forest, unsure which way to go. Before long, we'd run into a pack of verminous creatures called tasloi and taken some more minor injuries in their killing.

I do not like this forest. It is dark, close, and filled with watching eyes.

Spiders! I *hate* these things!

Some parts of the wilds south of Baldur's Gate are infested with giant spiders. Always have some poison antidote with you, just in case.

And don't forget that ettercaps can often be found in the same areas as spiders! Those things are *really* nasty, and they set traps that hold you pinned for a time while they move in with their poisonous bites! Have your thief always checking ahead for traps.

Day 16, Hour 12 (17 Mirtul, 1368)

It took two more days of searching and fighting, through thick forests haunted by dread wolves, by ettercaps, by tasloi, by giant spiders hunting in packs, but at last we have found what must be the mines. It's a collection of large, if ramshackle, buildings located to the northwest of the Friendly Arm Inn, but inaccessible from that direction. We tried first looking to the east, but that realm is infested with ettercaps and giant spiders.

We found it, at last, north of where we met Coran.

We never did find Coran's wyverns, though we did search. Our newest member is a bit restless about this—that ten thousand in gold reward has touched him deeply, I think—but he seems content to stay with us, at least for a time.

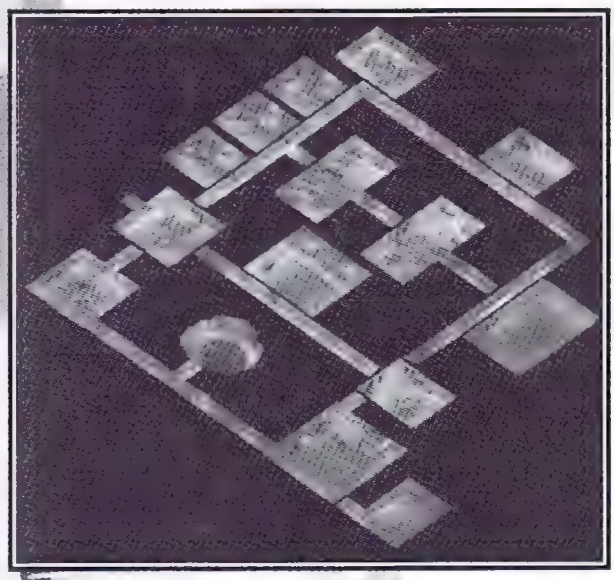
There seems to be only one way into the mines, through a series of narrow fenced-in ways from the west. Almost at once we met opposition—well-armed guards who came running at our approach. We killed several… and more, yet, came, including a wizard or mage of some kind who began calling down some powerful magic.

But we had some magic of our own. I'd been memorizing spells each night when we stopped to rest, and was able to use the Burning Hands to sear our foe in a fiery blast that left the enemy reeling. Jaheira, though, delivered the real wonder, calling down bolts of lightning from a cloudless sky, a spell that would not work indoors or underground but was devastating in the open. Before long our enemies were dead, and we pressed on.

We crossed a narrow wooden bridge, then went up some steps into a small building that led through some steps going down once more to an elevator. The cage dropped us into the ground, depositing us in a maze of underground tunnels much like the upper works of the Nashkell Mines.

As we explored the passages, we found one curious thing, a disk-shaped metal door or gate set into the wall of one of the passages, to

the north and east of the level. We tried opening it, but with no success. It looked to us as though a key of some sort was required to open it.



Once again, we found the way down to the second level to the south, following a hooked passage. There were more guards here, but they offered us little trouble.

On the second underground level, after killing more guards, Imoen stopped us. We were about to follow a passage to the southwest, but she sensed a trap and warned us back. Instead, we turned left and headed southeast. We followed a long, straight tunnel before confronting yet another guard. We sprang to the attack—but this fellow yielded almost at once. "Don't kill me!" he cried. "I give up!"

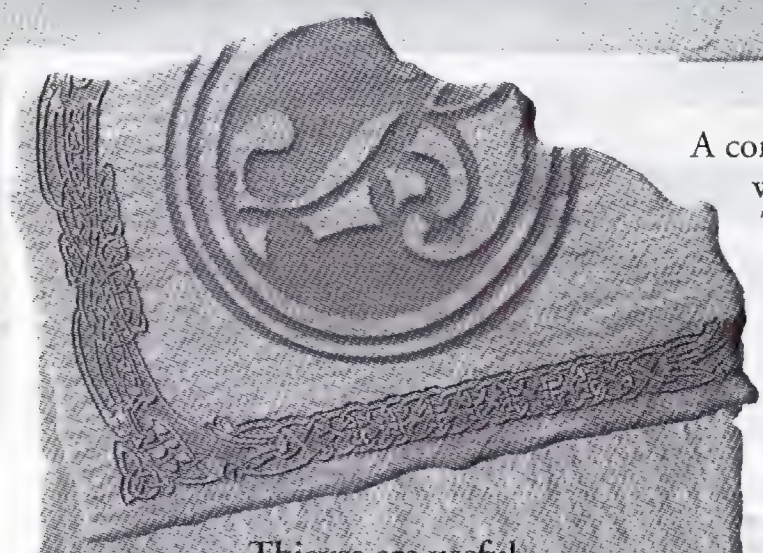
"Tell us everything you know!" I demanded.

"I'll tell you everything! Everything!" he said, desperately eager to help us and save his own life. "My boss, Davaeorn, he's on the fourth level. He's the head honcho! Now, are you going to let me go?"

I wasn't sure what this strange word "honcho" was. Perhaps 'twas a word of some odd dialect from the southwest, seldom heard this far to the north. In any case, its meaning was clear enough. Davaeorn? He was the one who'd signed those letters to Tazok.

We let our prisoner go. I didn't want to kill him and break my pledge, and there was nothing else to do with him. In any case, he seemed too terrified to be a threat.

The passageway turned right just beyond where we'd encountered him, and we entered another long, straight tunnel. This one, we soon learned, was guarded by ghasts who wielded magic I'd not encountered before, blasting us with some kind of noxious breath spell as we fought. Coran was seriously hurt and needed a draught from our supply of healing potions, and I was glad of the Ring of Protection I wore. We recovered from the attack and continued.



Thieves are useful.

First of all, they can pick pockets and open locked trunks. You'll find a lot of valuable stuff that way, as long as your thief is good enough to avoid bringing the law down on you.

They're also good at sneaking through the shadows and at finding traps. It's always a good idea to have your thief go out ahead if you suspect traps in the area... especially in places like crypts and kobold-infested mine tunnels.

And at the very end of the game, you'll need a thief's special talents when you try to navigate the Thieves' Guild labyrinth.

A corridor to our right at the point where we'd been ambushed led to a kitchen. That might have been a way through, but I mistrusted it. There was what might have been a dining hall beyond and noises that sounded like large numbers of men—or other things—feasting.

Instead, we continued heading southwest down the long corridor. It eventually came to an end, but we sensed that there was a secret door there somewhere, which we could not unlock.

Imoen had the solution. She had a Potion of Invisibility with her that she'd picked up somewhere along the way. It would let her pass unseen through these hallways for twelve hours... or until she got into a fight with someone. Since Imoen excelled at detecting and avoiding traps, she seemed better suited for sneaking than any of us.

Imoen, then, fading to invisibility, walked back up that long passageway, reaching at last the short, zigzag corridor where she'd sensed traps.

The corridor was trapped; a fireball nearly killed her despite her care, but she was able to pass on to the banquet hall, walking unseen through a host of armed and waiting men. Beyond that was another room with two guards, and a doorway leading to what might have been a storeroom once, but which now was a small set of dungeon cells.

Opening the door alerted those two guards, and she had to fight and kill them. When they were dead, however, a cunningly concealed doorway to the outer hall was opened, and the rest of us were able to come through.

And that is where we met Yeslick, a prisoner in these makeshift dungeons.

Yeslick was a dwarf, a cleric among his own people, and, according to the tale he told, the last survivor of the dwarven race who'd carved out the Mines of Cloakwood.

"All help is welcome," I told him, when he asked if he could join our band. "We've much to overcome."

"That you have," was Yeslick's dry reply, "and none would know better than I. These are my mines that the blasted Iron Throne has stolen. We… they were my clan's home 125 years ago. Curse me for a fool, I trusted them!"

At first I thought he was talking about trusting his clan. I soon learned differently.

"Years ago, that blasted Rieltar gave me a good trade smithing for the Throne, and then I had to go and tell them about my old home! About how my clan had the richest iron mine on the coast and how almost all were killed when we breached a riverbank. Lost most of my kin in that flood. Those of us who survived couldn't bear to go back down. It was a giant, watery tomb, and we left it the way she stood. So I up and tell this to my "friend" Rieltar, and he has me chained up! He tortures the location out of me, and now this graveyard feeds the Iron Throne as they bleed the coast dry. If you want to cripple their plans, help me flood these accursed mines once more! They plugged the breach, but knowing hands can loose the flow! We can drown these black-hearted rats in the very mine they've stolen! Here be the way!"

He told us what he could about Davaeorn, that the man was a mage who ran the stolen mines from the fourth level. If we were to get a key from him, we could flood the entire mine site.

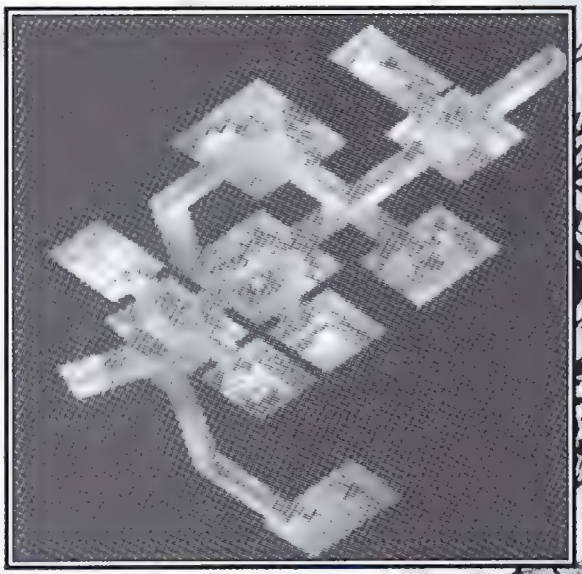
More is becoming clear now.

Could all of what we'd seen these past two weeks be the workings of some fantastic Iron Throne plot? Bandits, under Tazok's control, on the highways to discourage iron caravans and to rob travelers of what iron implements they carried. A half-orc named Mulahey in the depths of the Nashkell Mine, killing miners and tainting the ore, making the iron taken from Nashkell worthless. Tazok himself, serving as means both of suppressing the iron trade and of providing the Iron Throne with iron stolen from travelers—and casting suspicion on the rival Zhentarim through his misdirection of his own lieutenants. And this Davaeorn, reopening the long-flooded dwarven mine on the coast, providing tons of high-grade iron ore solely to the Iron Throne.

A monopoly, in other words, one designed to make iron scarce and prices high, and to make whoever was behind the Iron Throne extremely wealthy.

And powerful, as well. There were other, less savory rumors about the Throne, stories that there were powerful magicians in its employ, that it was a mask for the return of long-dead gods, that it was a means of securing supreme power in Faerun. The power secured through a monopoly on all iron sold and traded along the Sword Coast would provide the kind of political power necessary for the accomplishment of… almost anything.

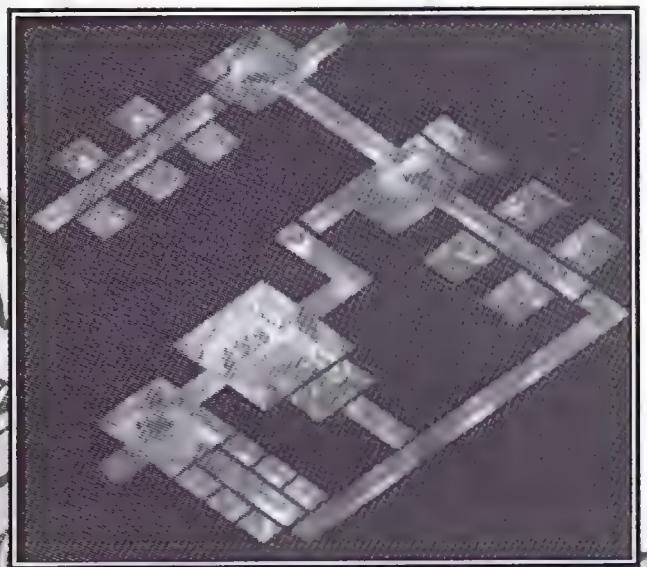
I felt a little light-headed. We'd picked some powerful enemies, it seemed, but it was too late to back away now.



Through the next door beyond the cell area was a larger room with two guards. We killed them, then found some stairs to the southwest. Dashing down, we entered the third level of the Cloakwood Mines.

We kept going southwest, then turned southeast when that became our only option. There were hobgoblins down here; worse, hobgoblin *elites*, huge, powerful beasts wearing strong armor and carrying fearsome weapons.

Dashing down the passageway, with goblins on our tails, we burst into a room filled with the creatures—far too many to fight. Instead, we kept running, with the whole pack now braying after us In the room beyond we were able to turn and fight for a time, cutting the monsters down as they crowded their way through the narrow door. Imoen used stealth to get behind them, delivering deadly thrusts of her blade to their backs; Jaheira and I both used spells, as did Imoen. As the last of the hobgoblins collapsed with a thunderous crash, we ducked into a tiny room in the corner which led to some more stairs, going down.



Always be prepared for a fight!

There are some tough characters out there, everything from gibberlings and bad-attitude bats to rogue mages, ogre bandits, and shape-shifting dopplegangers. Sooner or later, and no matter what your intentions, you'll find yourself forced to fight.

A few tips. Use the space bar to pause while you give orders to the different members of your party. You can tell your mage to use his magic, your characters with skill with the bow to stand off and hit the foe from a distance, and your best fighters to wade right in. Have Quick Items ready before the fight begins. Remember: if you pause, then go to your inventory to root around for that magical weapon you know is in there somewhere, the game will unpause and you could find yourself in trouble! Don't forget to use magic if you have it, but don't waste precious strength or invisibility potions on a minor threat.

When the battle's over, check the bodies of the fallen. They're great sources of new weapons and armor, and sometimes they have other items that will be useful as well. Check your own dead. Some may have been carrying articles you don't want to lose!

Finally, remember that some of the creatures that attack you, especially in the early part of the game, will be too big and bad to take on right away. There's no shame in running from a fight if it's a fight you can't win!

The fourth level. This, we knew, was where Davaeorn's headquarters were, and I knew that we were going to have a fight on our hands, simply because of the strength and caliber of the opposition we'd encountered so far. There were two guards waiting for us, but we cut them down almost without a pause. Davaeorn was here somewhere… but where?

The level appeared to have been dressed as living quarters, with furniture and fancy decorations, even artwork.

And there he was, before us, unarmed, though we knew that any mage worthy of the title would have powerful, unseen weapons at his command.

"Why have you come?" he demanded. "Is it to steal my riches, or perhaps you seek to punish me for my affront to your mortality? It matters little, for you will do neither. Before I dispose of you in some horribly gruesome manner, perhaps I should introduce myself. I am known as Davaeorn; I would ask you for your names, but I care little to become acquainted with dead men."

And with that cold and contemptuous dismissal, the fight began.

That underground hall blazed with light as Davaeorn launched a magical spell. In an instant, there were *five* Davaeorn's before us, all moving in perfect step with one another, arms gesticulating, calling forth another spell. I struck— and sliced through an apparition, as thin and as unsatisfying as air.

Coran swung his sword hard. Jaheira and Khalid struck together, their blades slicing through ghost-Davaeorns and causing them to wink out, as Yeslick swung the mace he'd acquired from a hobgoblin on the level above. Before any of us had actually reached the wizard, however, the room was filled with eldritch shapes, horrors from the gods alone know what black hell-pit, ogres and hobgoblins and undead nightmares, all leaping for us!

Jaheira hurled a dazzling bolt of flame and the battle became a general mêlée. I could scarcely see what I was fighting but felt only the solid, wrenching jolt each time my sword cleaved through tough armor, flesh, and bone.

As his battle line opened briefly, I saw that Davaeorn had stepped back, was letting the army of demons he'd conjured take the brunt of the fighting. I loosed one of my ready spells at him—Larloch's minor drain—but to no effect that I could see. I tried again, using the Burning Hands Spell, and Jaheira hit him again an instant later with magic missiles. If we could just hit him with magic, and keep hitting him, while the others in our group held back the conjured monsters…

A wall of flame seared before us, hurling us back. Davaeorn's magic was far more powerful than ours; I wondered what level of conjuring this hell-spawned wizard was capable of. Jaheira was down, terribly hurt, but I couldn't reach her. Most of the monsters were down, now, but I was sickened to see an ogre, a living mountain of muscled flesh, slash our newest member down with a powerful swing of its arm. Coran was nearly torn in two, his body ripped asunder, then crushed by the behemoth's body as it dropped a moment later, felled from behind by Imoen's backstab.

Imoen used the Potion of Magic Suppression she'd taken from the dead bandit leader in the Wood of the Sharp Teeth, and that gave us the edge we needed. It only lasted for a few precious seconds, but in that time we were able to forge ahead, smashing through Davaeorn's defenses.

Keep an eye out for magic potions.

These can be lifesavers, literally, in battle. Potions of Stone Giant Strength can enhance your strength to the point that your sword stroke or dagger thrust does terrible damage. Potions of Invisibility let your thief sneak unseen through enemy infested halls. Potions of Invulnerability can protect you for a few crucial moments in combat. And, a simple Potion of Healing will restore some of your health when you're wounded.

You should always be on the lookout for such potions. Have those you think you'll need ready in the Quick Items slots, so you can use them without having to go into your inventory screen to find them.

If possible, have every member of your party prepared with such potions. If that's not possible, you may put all of your magical potions with one string character, and have the rest of the group stand back and out of the way!

My sword shattered against a shield. Scarcely pausing, I grabbed another and continued the attack. We were winning, I thought, moving closer to Davaeorn, hurling blow upon blow… and then the magical potion's spell faded, and a blue door opened out of nothingness, a shimmering gateway that Davaeorn stepped through before it twinkled and vanished.

A dimensional gateway! I'd heard of such, of course, but never seen one in use. I knew what would happen next, too. As we continued fighting the remaining conjured antagonists, there was a sound at our backs, and Davaeorn stepped through into reality, this reality, once again, his hands again gesturing as he readied another spell.

Imoen used her wand, but it failed. I slashed down a hobgoblin who was blocking my way, then lunged toward the wizard.

Flame billowed from floor to ceiling, and I was momentarily blinded. Imoen—poor Imoen!—was torn apart, target of the full thrust of the hellspawn wizard's furious magical thrust.

The rest of us, myself and Khalid and Jaheira and Yeslick, were crowding around the wizard now, hacking and slashing as hard and as fast and as furiously as we could, giving no quarter, giving not a finger's breadth of respite to the creature, which slowly backed now from our berserker rush. There was another flash. Another dimensional door winked into being, and Davaeorn was gone.

The battle lust was still on me, and on Yeslick and the others as well.

We raced through the carnage-strewn hall, waving our swords, screaming Davaeorn's name, and when the blue door opened once more, we were on him almost before he'd finished stepping through, ignoring magic now in favor of the swing and thud of blades against unarmored flesh. Davaeorn must have used a shielding spell of some kind; my blows felt odd as they struck home, but as I kept swinging. I could see that they were striking home, that I was hitting him, hurting him, and I didn't stop, could not stop as I cried out the names of the fallen. "For Xan! For Coran! For *Imoen*!

And then, suddenly, I was standing above the wizard's lifeless, torn, and bloodied body, panting, my sword soaked in blood that had splashed clear to my shoulder.

Davaeorn was dead… dead!

And so, too, were two more of my companions. Imoen!

I was sorry now that I'd ever been so impatient with her and her childish demands for stories. She'd been a child, a thief… and a warrior too, a valiant one. How was I going to get on now without her to steady me? Only Yeslick, Khalid, and Jaheira were left, their faces masked with blood—whether from their own wounds or from our enemies, I could not tell.

We exchanged a long glance, and then Yeslick nodded at the body, too winded, I think, to speak. Kneeling, I searched the wizard's body, and in a moment I had the golden key.

An elevator on the southwestern wall of Davaeorn's underground apartment took us back to the fourth level. I knew, with dread certainty, what lock that key fit.

Knowing what was coming, we approached a number of the slave workers, telling them that they were free… and that they must flee.

The circular metal doorway we'd seen earlier was there, in a tunnel running east and west on the north side of the level, the plug holding back the river that had flooded the mine when Yeslick's ill-starred clan had tunneled too close to a river. The key slid into the lock and turned easily. In another moment, the plug swung aside and the water came thundering through…

Chapter Four ends with Davaeorn's death.

Chapter Five

Rating:

Day 19, Hour 18 (20 Mirtul, 1368)

The flood… the flood was devastating, thundering through the tunnels like the trumpet blast heralding the end of the cosmos. I'm not quite sure how we survived, the four of us, but we raced ahead of the seething waters. I don't know. All I can say is that, in the end, we were on the surface again, dragging ourselves ashore from a filthy, bubbling lake already crusted with the detritus swept out of the tunnels far below.

That was two days ago. We made our painful way back to the Friendly Arm Inn, where we stayed for three nights, recuperating.

And now…

Now it is time to move north.

To Baldur's Gate.

I miss those of my companions who fell in the darkness. Especially poor Imoen.

I don't know what I am going to do.

Day 20, Hour 13 (21 Mirtul, 1368)

North of the Friendly Arm Inn is a region of farmland and pasture, a pleasant enough setting, if it weren't for the ankheg. Their attack was shocking in its suddenness and in its surprise. The beasts, like huge, armored caterpillars, tunneled up through the ground, rearing up out of their holes to shriek and howl and strike with savage, shearing beaks.

We elected not to waste our time—or risk our lives—for no reason, but ran north along the road until we'd cleared that deadly zone. One thing I've learned these past weeks is that there's no shame in running away when the foe is too tough, or if the advantages to be won simply don't require the risk of life and limb!

Be on the look out for armor upgrades!

You might start off on your adventure with leather armor and not much more. Sooner or later, though, you'll want to upgrade to chain mail or even plate. You can get good armor off the bodies of dead foes... or buy it when you next visit a merchant. You'll live a lot longer!

And if you have the chance to get some *really* good armor later in the game, grab it! For only 4000gp and the shell of an ankheg, the smithy in Beregost will turn out a suit of armor that will make you the envy of fighters from Nashkell to Baldur's Gate itself!

In another few hours, we'd reached the bridge leading to Baldur's Gate.

I've never seen so splendid a city. The bridge alone was titanic, an immense structure of gray stone stretching across the river like an imposing fortress in its own right. Beyond the bridge were the fabled city walls of Baldur's Gate.

Never had I imagined that a place could be so grand.

Maybe there was still something of the shy and inexperienced recluse of the Candlekeep libraries within me; Yeslick didn't seem particularly impressed.

We were stopped at the gate by a Flaming Fist sentry who told us that Scar, the Flaming Fist's second-in-command, wanted to talk to us.

Scar was a grizzled old veteran of many battles. He wanted to know if I was the one who'd cleaned out the mines at Nashkell.

"Well, I'll have to say you've made quite a commotion up here in Baldur's Gate," he told us when I admitted that I was. "I can't really put my finger on it, but there have been many strange happenings going on within the city. It's been getting harder for me to put my trust in someone. I need outsiders to do some investigations, people with no connections to anyone within the city. Would you be interested in working for me in such a capacity?"

His request fit nicely with my own plans, ill-formed as they were at the moment. I needed to be able to move about within the city, conducting investigations of my own. Scar's offer would blend nicely with my own agenda here. I agreed.

Scar, it turned out, wanted me to investigate the Seven Suns trading coster, an estate or compound belonging to one of Baldur's Gate's more powerful mercantile associations. I thought about what I'd learned so far concerning the Iron Throne and the political and power conspiracy that appeared to be deploying throughout the region. Perhaps the Iron Throne was trying to suborn the Seven Suns… or it might have been that the Seven Suns were somehow involved more directly.

The Seven Sun's leader, I learned, was a merchant named Jhasso. I told Scar what I knew about the Iron Throne, and the events we'd witnessed so far.

"Break into the Seven Suns compound and find out what's wrong," he told us. "Use stealth in your investigations. I don't want this whole thing to turn into a fiasco. The most important person to watch out for is Jhasso. Once you've found out as much as possible, report back to me at the Flaming Fist compound. I'll pay you 50 in gold each for this favor. The compound is on the west side of town. I wish you all the best of luck."

Beyond the bridge, the road took a sharp hook to the left, leading us through the main gate into the city.

We'd arrived at last in Baldur's Gate.

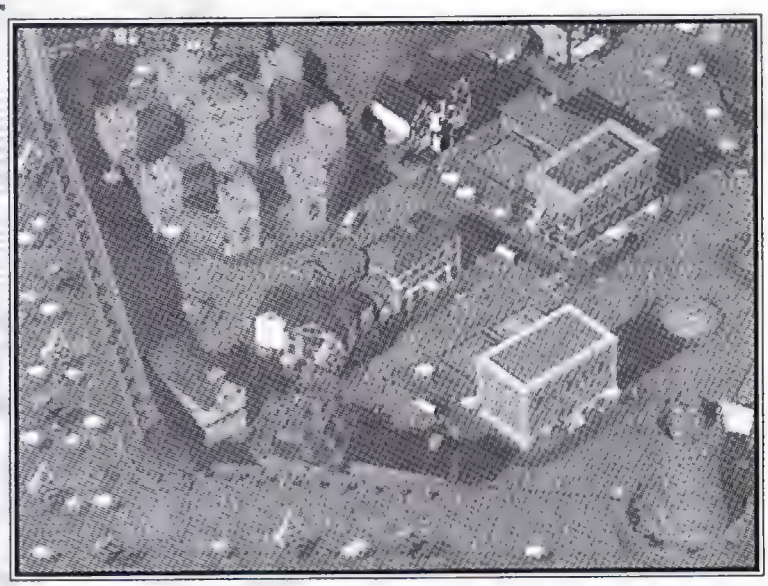
Day 27, Hour 17 (28 Mirtul, 1368)

We've taken up residence at the Blade and Stars Inn. It's a pleasant place to stay, although the greatest advantage is that it seems to be a prime spot for adventurers of every sort; our first evening there, we met a seer named G'axir, who promised to pay us well if we found a sphene gem… whatever that might be.

So much has happened these past weeks. It's hard to keep it all straight.

We were still making our way into the city that first afternoon when we were met by a duo calling themselves Marek and Lothander. A well-spoken pair, they claimed to be employed by the Iron Throne and threatened us most politely. For our part, the rest of the group and I were still trying simply to discover how to reach the west side of the city. Baldur's Gate is bisected by an imposing stone wall, part of an ancient, inner battlement that divides the city in two. The gate, we learned after much walking, is located near the very center of Baldur's Gate, beyond a park that has an almost wild feel to it.

In the following days, we began our investigations. We found the Seven Suns estate easily enough; it dominates the extreme southwestern portion of the city, not far from the headquarters of the Flaming Fist.



First there was Nadarin, who met us in the southeastern quarter of the city, not far from the main gates. He needed us to kill a basilisk that had taken up residence in a warehouse near the city docks, on the south side. The encounter nearly made me homesick for Candlekeep and old Reevor. Here I was again, hiring out as a pest exterminator!

Then we were attacked by an odd group of Zhentarim: Nieman, Oulam, Wheber, and William, their names were. I never was quite sure of their motive, but they were magicians, and powerful ones at that.

We were hearing plenty of rumors, too. Belly up to any bar in the town and buy a drink or two, and the bartender was willing to pass on the latest gossip. The townsfolk of Baldur's Gate, it seems, are worried about a possible war against Amn. That trading empire to the south is bristling at Baldur's Gate's business dealings, and threatening something more decisive than another trade war.

Then we met Brevlik, in an upstairs meeting hall at the Elfsong Tavern, in the center of the city. The Elfsong has a rather dark reputation, I'm given to understand, a place the authorities preferred to ignore except when the violence became bloody and spilled into the streets. Those narrow, dark, and twisting stairs are the perfect place for an assassin's strike...

Brevlik didn't exactly inspire confidence, but he had a job that sounded interesting. He wanted us to sneak into the High Hall of Wonders over in the western part of town and steal a telescope for him. Our career paths had been veering more and more toward the criminal of late, so we decided to give it a try.

I was glad we did, too, because while we were checking out the Hall of Wonders, late one night, we ran into a fellow adventurer, a young woman named Alora.

She was a thief, and she wanted our help in robbing that same High Hall of Wonders. It seemed the perfect teaming, and she was happy to join our sadly shrunken band.

She reminds me a lot of Imoen.

We checked out the Hall in the daytime, paying an entrance fee to Be'land, then getting a personally guided tour by Brethlen through the various exhibits. The last exhibit on the tour was the telescope we were supposed to steal, and Brethlan took the time to answer a number of questions at the end. We came back that night, having studied the floor plan of the place very carefully during the day. We managed to grab the telescope and make our escape, despite a harrowing near-battle with a watchman. We refused to fight, however, and simply ran for it. That proved to be the right course of action, too. We learned later that had we killed the guard, Brevlik would have had nothing more to do with us. Instead, he presented us with a Wand of Lightning, a powerful artifact that should prove useful in what I feel in my bones is a final confrontation, now looming just ahead.

The next day we entered the Seven Suns estate, talking with everyone we could. There was one group of four merchants who seemed to be acting suspiciously. We approached them repeatedly, trying to get them to open up; little did we realize just what we were opening, however, the third time we questioned them, they underwent a startling, nightmare transformation, from merchants to hideous beasts… doppleganger monsters masquerading as ordinary businessmen!

I'd heard of this sort of thing with lawyers and politicians, but never with honest merchants! We fought the horrors, but we were badly outweighed, in ferocity and power if not in numbers, and forced to retreat.

This, we decided, was the sort of information Scar had been looking for, the "strange happenings going on within the city" he'd wanted us to investigate when we'd first arrived. When we went to the Flaming Fist headquarters and looked him up, he told us he would pay us very well if we returned and cleaned out the doppleganger infestation at the Seven Suns.

An infestation! I'd been hired as an exterminator, it seemed, once again!

It was at about this time that we learned we'd been poisoned. Lothander approached us again… one of the two Iron Throne employees who'd given us a warning early on. He told us that Marek—presumably on the orders of the Throne's leaders—had slipped us a slow poison that would kill us in ten days. There was no cure other than the antidote… and Lothander would give us that antidote if we helped him.

What followed was confusing. We had to find a particular diviner in the center of the city… someone whom we could ask one question a day in a routine that might, *might* give us the information we needed to help Lothander with his problem. We were getting nowhere with this one and the days were ticking away with no success. Finally, though, Lothander told us that Marek was at the tavern in the northwestern corner of the city called the Blushing Mermaid, a rough place, as it turned out.

The direct and simple approach seemed best. We sought Marek out, finding him in the upstairs level of the Blushing Mermaid. A fight developed, and in a few moments, Marek was dead.

The antidote was on his body, and we were saved.

So far as Lothander was concerned, we were none too eager to help him since he'd tried to use our circumstances to help himself, but we

did tell him what we thought we'd learned, that a high priestess of Umberlee named Jalantha Mistmyr, at the Water Queen House not far from the Flaming Fist's headquarters, wanted a book, the "Tome of Understanding." Find the book for her, and she ought to able to give him the answer to his geas.

But that was *his* problem now.

With the poisoning episode over with, we decided it was time to rearm and re-equip, then face again the dopplegangers of the Seven Suns. We fought our way in and took the place, floor by bloody floor. It was a desperate battle at times, for these horrors were considerably more powerful than typical fat city merchants, but they were dead at last and we returned to the Flaming Fist, where a delighted Scar gave us 2000 gold pieces as reward.

Scar was also eager for us to meet the leader of the Flaming Fist, Duke Eltan. Eltan seemed impressed with our record thus far and asked us to investigate the goings-on at the tower of the Iron Throne. We'd seen that bleak and scabrous place each day during our wanderings about the city, wondering if that was where the vast conspiracy we'd uncovered was still being directed or if, as Ender Sai had suggested back in the Wood of Sharp Teeth, it was just a front.

Scar had another quest he wanted us to go on, something about finding out why people were vanishing from the streets of Baldur's Gate, but we thought it time to at last try to penetrate the secrets of the Iron Throne Tower. Delthyr, a harper we'd first encountered in the streets and later heard rumors from at the Three Kegs tavern, had been suggesting that we try to find out what was happening in that tower all along.

After careful preparations, we set out that night, using Alora's skills to slip inside.

Day 28, Hour 10 (29 Mirtul, 1368)

We barely escaped with our lives. There were acolytes of Sarevok there, and it was a tough battle.

We had to take them floor by floor. There was no elegant way to do it… simply move in and kill them all before moving on to the next level. Before long, we developed a variant of the technique I'd first used during our trek south to Nashkell. One of us would dart ahead and attack an acolyte, who would typically rush after this decoy as he or she darted back around a nearby corner. The acolyte would follow, straight into our bristling weapons and carefully readied spells at close range.

At long last, all within the tower were dead.

Was this it, I wondered? Had we really killed the leaders of the conspiracy? I doubted it somehow. Sarevok, whose name we'd first heard in the bandit camp, sounded like far too powerful a warrior to be taken with such relative ease. And we'd heard another rumor, a disquieting one. Thaldorn, whom we'd confronted and threatened in the Iron Throne tower, told us that Bruno and Rieltar are at Candlekeep.

Rieltar! I knew that name, but Yeslick had reason to remember it with particular fury, the "friend" who had betrayed him and his confidences to the Iron Throne, torturing him for the location of his clan's flooded mine.

But what was he doing at Candlekeep? My feeling that I would not have been safe in my beloved, lost Candlekeep was accurate, it seemed. The forces that sought my death would have found me there, though I had yet to learn exactly why they wanted me eliminated.

Duke Eltan told us more disturbing news as well. I was a wanted woman… wanted in Candlekeep for the murder of the leader of the Iron Throne. The group's new leader, Sarevok, had placed a price on my head.

Eltan told me I would have to return to Candlekeep and find out what was happening there.

I could not have agreed more.

Chapter Five Ends when you see Duke Eltan after having cleaned out the tower of the Iron Throne, or if when you see him you have in your possession a letter from Tulth to Rieltar. He will take you back to Candlekeep and give you a book worth 5000 gp, which will be your ticket past the gate warden.

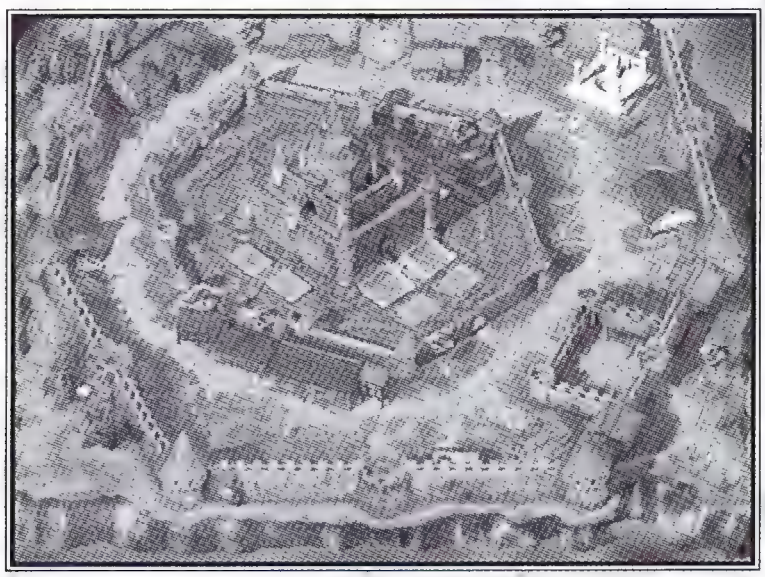
Chapter Six

Rating:

Day 30, Hour 18 (1 Kythom, 1368)

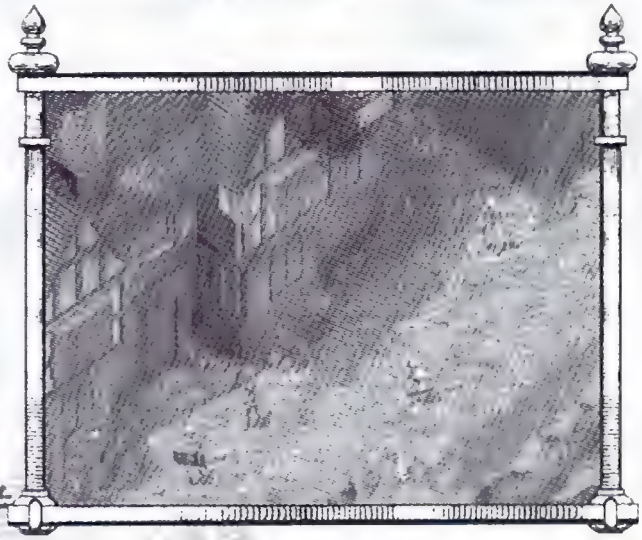
They call the month of Kythom the "Time of Flowers," a soft and romantic month of sunshine and new life.

I felt none of that promise of life renewed, however, as I took the book given me by Eltan and approached the Keeper of the Portal. Flowers make me sneeze, and there was nothing romantic about the destruction spread by the Iron Throne, or in the fact that the Iron Throne's corrupting touch had reached past Candlekeep's strong walls and blackened its heart.



The Keeper demanded a book worth at least 5000 gp in order for us to enter, but the book Eltan had given me did the trick, and I was once again inside my beloved Candlekeep.

We met my old friend Tethtoril on the grounds. He suggested that we go to Gorion's old room and get what my guardian had left for me there. He was worried, obviously, and stressed that we were in grave danger.



Koveras met us on the first level of the tower. He approached us and urged us to kill the leaders of the Iron Throne, offering us a Ring of Protection. Not that that one, small item could do much to turn aside the Throne's magical might, but I appreciated the thought.

On the tower's third level I walked into a room and was confronted by Brunos and Rieltar; two of the Iron Throne's minions. They ordered me to leave—unaware, I think, of who I was—and I ducked back out, unprepared to confront them just now. I needed to search the tower. I was hoping to find some items of Gorion's, left by my guardian here before his death.

We found some other things that we knew would be useful, however, within the libraries of the Keep… scrolls and dusty tomes of magic, including spells we secreted upon our persons for later use. We couldn't take everything, and we didn't have the time to complete a thorough search, but we got several powerful spells, including one for Stone Giant Strength and another for Invisibility.

Only moments later, however, the Gatewarden approached with an army of ten Candlekeep watchers. He demanded that we surrender, accusing us of murdering Brunos and Rieltar.

We could have fought, I suppose—certainly, we'd faced worse threats than these hireling security guards in the past weeks! But we surrendered and allowed them to take us to the dungeon. A fight would have done nothing but kill men who were, who'd *been*, friends.

Besides, I wanted to play along. I was hoping that the powers behind this takeover of Candlekeep would reveal themselves.

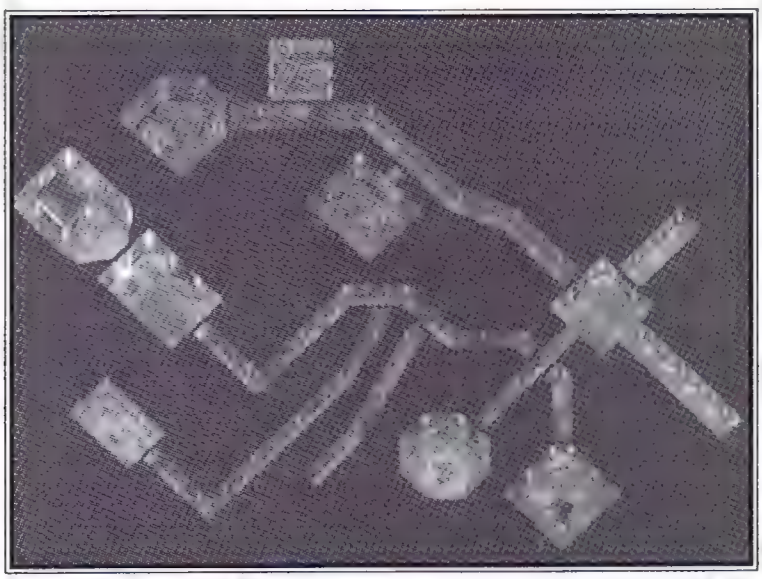
One of those powers, in fact, did. Ulraunt showed up and talked to us a while, informing us that we were to be sent to Baldur's Gate for trial.

I knew well enough how *that* would turn out. The Iron Throne had thoroughly penetrated that city and its government, with dopplegangers and with good, old fashioned-bribery and corruption. Except for a few individuals like Duke Eltan, there were few I could trust.

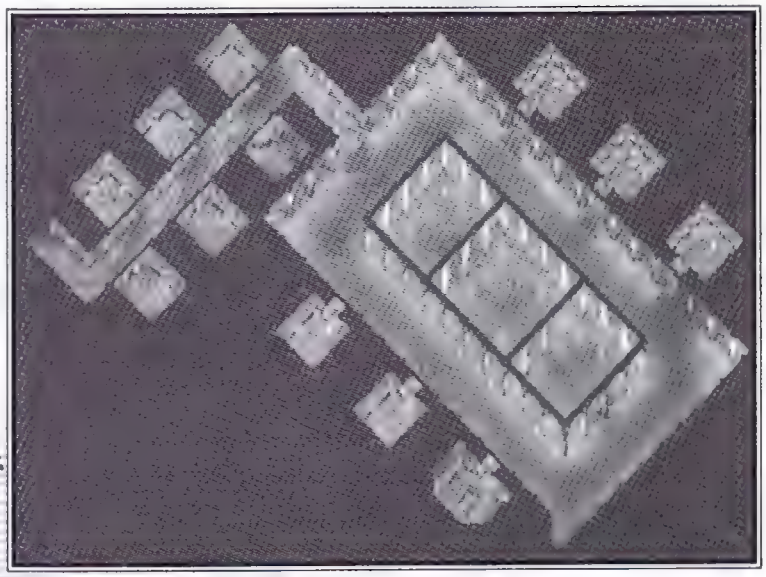
I wondered how we were going to get out of this.

My answer showed up a few minutes after Ulraunt left. It was Tethtoril, and he had the keys to set us free. He took us to a secret library, and from there we made out way into the crypts beneath the compound.

I can't relate now the terrors of that passage through Candlekeep's long forgotten subterranean crypts. There were traps there—many of them—and some so fiendishly constructed that even Alora missed spotting their triggers. And there were… things there in the musty darkness, giant spiders, ghouls, and worse. There were dopplegangers down there, shapechangers imitating old friends of Candlekeep. We had to fight our way past all of them.



At last, though, we won our way through, moving from the blackness of the crypts into caverns blacker still… and out again at last into the blessed sunlight, beyond the circle of the city's walls.

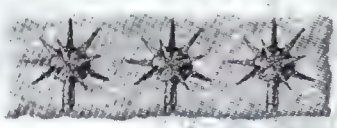


Our fight—and my path of vengeance—would not be here at Candlekeep after all.

I would have to return to Baldur's Gate and there face the powers behind the Iron Throne once and for all.

Chapter Six ends when the party escapes from the crypts and caverns after Tethtoril sets them free, so that they can return to Baldur's Gate.

Chapter Seven

Rating: 

Day 32, Hour 14 (3 Kythom, 1368)

We weren't back in the city for very long—no more than a few minutes, really—when we were captured again, this time by a guard detachment of the Flaming Fist, who marched up to us and demanded that we surrender. This time, our captor was someone named Angelo—one of the big names of the Iron Throne, I gathered. Before long we were in prison once more, this time in the headquarters of the Flaming Fist, in the southwestern portion of the city.

The man in the cell next to us was a strange sort, a mage by the name of Neb. He asked us a strange riddle, and when we gave him the answer, he used his magic to slip us out through a secret tunnel.

We were free once more.

We were also not far from the southern portion of town, where the Iron Throne tower itself was located.

We decided it was time to pay them another call.

We had an unexpected meeting on the way, however. We were still quite close to the Flaming Fist compound when we met a woman I'd seen before.

Her name was Tamoko, and she'd been with the group who'd killed Gorion.

She knew what we were about. She begged us not to hurt Sarevok. Sarevok, I was now convinced, was *the* enemy we were fighting, the darkest shadow of all behind the shadows throughout this conspiracy. We refused, and the battle was on.

Tamoko was powerful, but so were we. I used a Dragon's Breath potion we'd found in Davaeorn's abode to set her ablaze, while Jaheira summoned a bolt of lightning with one of her Druid's spells, and we all hammered away at her with blade and club until she was dead.

"For Gorion," I muttered, standing above her smoldering corpse. "Let's go!"

We'd already cleaned out that vipers' nest in the Iron Throne, but we went through the tower again, level by bloody level. It was on the fifth level that we met Cythandria, a last hold-out, it seemed. We attacked her, and when she surrendered, she told us about the Undercellars.

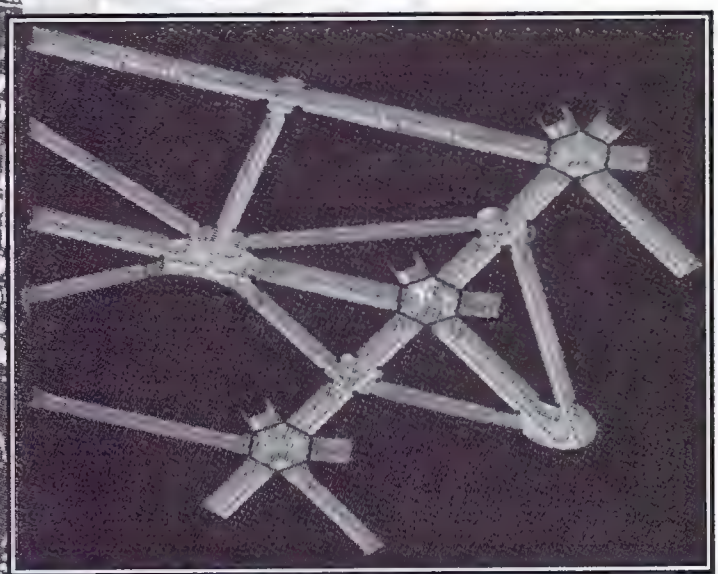
She also gave us a diary… a diary belonging to Sarevok, and what we read there made our blood run cold.

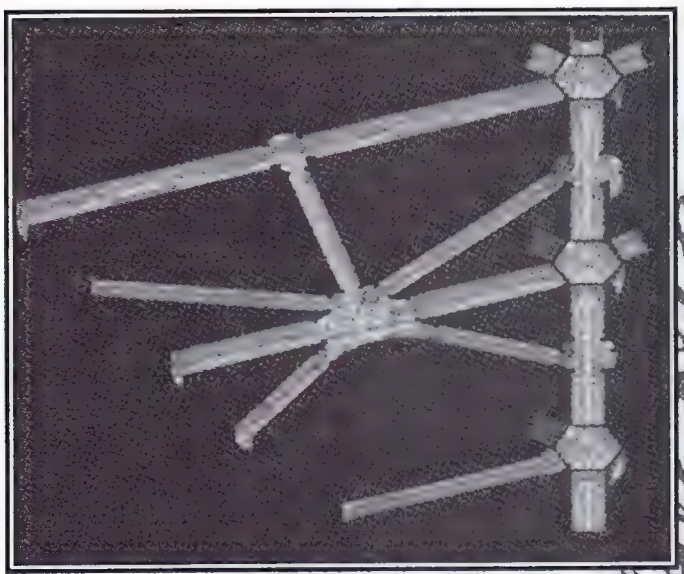
Sarevok, clearly, was the force behind all of the plottings, conspiracies, and intrigues in Baldur's Gate and throughout all of the Sword Coast. He'd been behind the attempted poisoning of Duke Eltan and the murder of a man named Entar Silvershield, and he was about to try to kill two other important leaders in Baldur's Gate—Liia Jannath and Belt, all in an attempt to seize absolute and uncontested power in the realm.

And Sarevok, we learned, would soon himself be elevated to the position of Duke of Baldur's Gate.

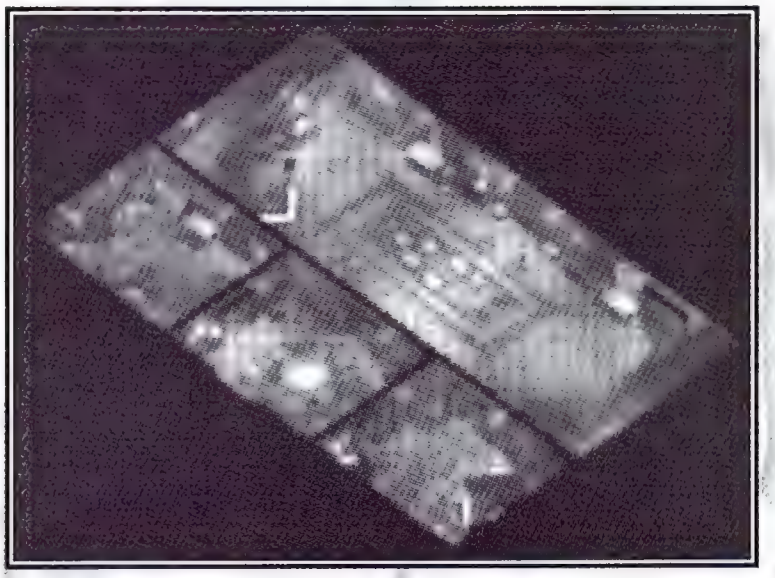
We could not allow that to happen.

The tower was empty now, a place of death and blood. Down we went, this time seeking the sewers that ran beneath the city.





Another encounter… Slythe and Kristin, this time, and when they were dead at last we found upon Slythe's body a scroll, and invitation to a gathering at the Ducal Palace celebrating the inauguration of Sarevok as Duke of Baldur's Gate. The sewers, we now knew, would take us there, and more quickly and with fewer curious observers than the streets above. We hurried on.



I don't like thinking about those sewers. I'll have nightmares for the rest of my life, I think. Those carrion-feeders…

But we found the place leading up into the Ducal Palace, and with the invitation we were able to make our way to the main ballroom on the first level.

Sarevok was there, preparing to begin his own inauguration as Duke of Baldur's Gate. There, we met Liia Jannath and Belt, intent on showing them the incriminating diary… but we wondered if we were already too late when six noblemen within the ducal entourage revealed themselves as dopplegangers.

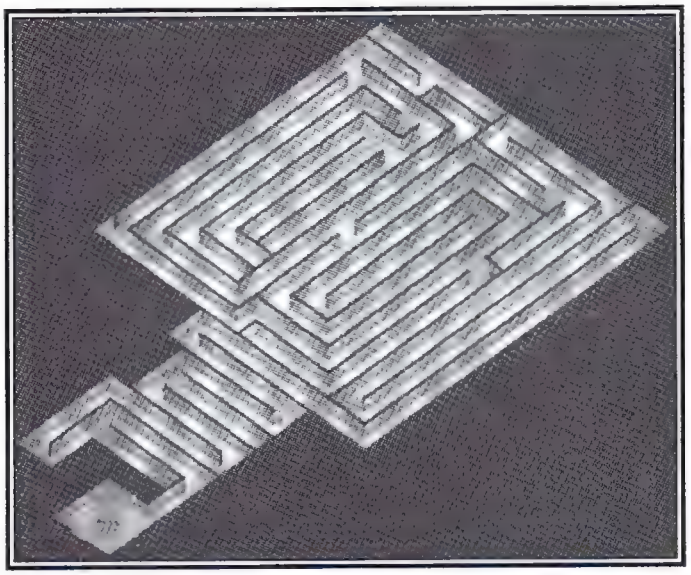
Like the proverbial heavy horse cavalry in the proverbial nick of time, we launched ourselves at this new threat, slashing down two of the dopplegangers in short order, then falling back, forming a tight defensive perimeter about the obvious targets of that attack, Liia and Belt. When the changeling monsters were dead, we turned to talk to the two, handing to them the incriminating evidence.

Liia and Belt closed on Sarevok, intending to arrest him, but then he was gone, teleported away by a mage.

Liia and Belt, the apparent targets of that furious attack, were alive and unhurt. They were able to tell us where Sarevok had gone… the temple of Bhaal. We would have to seek him out there.

Mercenaries of the Flaming Fist were beginning to arrive, but we didn't stay to fight with them. Using the last of our healing potions to pull body and soul together, we hastened from the ballroom, fleeing that reeking carnal house rather than allowing ourselves to be trapped in a useless fight with the law's less than reasonable minions.

We needed to stay alive and free to track Sarevok to his lair and kill him.



We found ourselves in the Thieves' Guild, facing a man named Denkod who told us which way Sarevok had gone, down the stairs.

We followed.

I was glad we had Alora with us. We had to penetrate a labyrinth, part of the Thieves' Guild subterranean complex, and the place was loaded with traps. We had to move slowly to give Alora a chance to find them and slip us past.

Beyond lay the Elder Undercity, a place of wonder, but we had no time for sight-seeing. The Temple of Bhaal lay just ahead.

I know now who I am, and what my heritage is. The confrontation with Sarevok killed whatever remaining innocence I once had.

My blood ran cold, as Sarevok and those with him shimmered into solid form from invisibility. I'd seen him before… on the blasted heath, where Gorion had fought and fallen. It was he who'd challenged Gorion, he who'd hurled the magic-hewn fireballs that had cut my beloved guardian down. He was accompanied by three others… Angelo, who I'd met at the Flaming Fist prison… a mage named Semaj, and the ogerish looking beast-man I'd encountered at the bandit camp, Tazok, leader of the Black Talons and the Chill.

They attacked.

How we held out, I still don't know. We used magical potions, potions designed to improve out strength, our heroism, our speed, potions and rings to protect us from fire, potions giving us brief periods of invulnerability. I was desperately glad of those scrolls we'd taken from Candlekeep. We needed them all and could have used more.

By unspoken agreement, we concentrated on Sarevok's party first. Angelo died quickly enough. He was a fighter/mage, and he must have been using some sort of haste potion or spell, because he was firing off exploding and poisoned arrows far faster than any creature could have managed without magical assistance. Semaj was next, a mage launching incredible area-effect attack spells. I used a potion of Invulnerability to hold his magic off long enough to wade in close and hack him down. For a time, there seemed to be many of him—one of those mirror-image spells we'd seen used before, but I knew the secret now, to attack the images one by one until they all were gone… all save the mage himself.

Tazok was a half-ogre, incredibly powerful, with the constitution of a bull. Most magic didn't seem to affect him, though arrows slowed him down. All four of the targets appeared to be invulnerable to fire attacks. Angelo and Semaj both appeared invulnerable to arrows and other missiles, though magic missiles seemed to work well enough on them.

Sarevok... he was tougher than them all. He was immune to all magic, which meant we had to close with him using conventional weapons. Those of us with bows stood off and peppered away at him, but we knew it was going to take a long time to hurt him that way. At this rate, we weren't even slowing him down.

Still, when his three friends were dead, he began retreating, as we closed in, fighting furiously.

Somehow I emerged alive, and sane, and relatively whole. Yeslick and Alora, I fear, were not so lucky. Khalid and Jaheira, always survivors, were still at my side when we emerged. But I don't think they will soon feel the urge to go adventuring once again.

Stab him in the back!

Thieves have another valuable talent. They can sneak around behind the foe and stab them in the back when they're not looking. A thief whose strength has been enhanced by, say a Potion of Stone Giant Strength, can deliver a blow powerful enough to bring down the most deadly of foes.

You should always be on the lookout for potions that will help the party's thief in situations like this—especially potions of stealth, invisibility and super strength.

It was Alora, in fact, who made the final victory possible. As the battle within that dark temple raged, she'd swallowed a Potion of Stone Giant Strength, then used her thief's skill at stealth and near-invisibility in the shadows to sneak around behind Sarevok and deal him a devastating blow from behind. Sarevok, fearfully wounded, turned suddenly and rendered his tormentor into bloody shreds. As she died, the rest of us charged—mindful that our foe was immune to magic, and could only be killed—such a wonderful, ironic twist!—with cold steel forged from the iron he'd tried to control.

Sarevok… my half-brother? It seems impossible, and yet…

Bhaal is the dead god of murder, struck down during the Avatar crisis long ago when the gods of the Forgotten Realms took on mortal form. Sarevok was attempting to become a reborn Lord of Murder . . . creating chaos, death, and destruction across the length and breadth of the Sword Coast.

So much is now clear.

I know now my heritage. What I don't know is my destiny.

Vengeance, it turns out, was less important than learning who I really was. Now, I must learn what I am to become.

I won't be going back to Candlekeep. That tiny circle of stone walls and musty learning could never contain me now, could never contain what I've become.

What is it I've become?

I think I may enjoy finding out.

The game concludes and you are victorious when you've killed Sarevok.

So, you think you did it? Fought your way all the way through to the end, killed the big, nasty boss and walked out triumphant? Congratulations.

But... the world of *Baldur's Gate* is calling you still. The wonder of a role-playing game like *Baldur's Gate* is that every game is different.

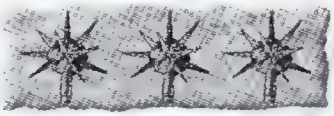
If you made it through this time as a fighter, don't you wonder what it would be like to do it again as a mage, employing magic instead of your brawny right arm?

Or try one of the other races that inhabit Faerun... a halfling cleric, perhaps, or a dwarf fighter.

No matter what your selection, your next game is guaranteed to be as thrilling as the first...

...and very, very different!

Section III

Rating: 

Subplots

Game Introduction

All of the subplots in the introductory sequence are fairly simple. Some earn you some money or loot. Some give you information. All give your character valuable experience points.

Firebead Elvenhair

Location: The Candlekeep Inn

Experience Points: 50

He asks the player to get a scroll from Tethtoril, who is in the inner grounds. If you return the scroll, Elvenhair places a spell on you that protects you during the attack that kills Gorion. He also gives you a potion of healing.

Phlydia

Location: Northeast of starting point

Experience Points: 50

Phlydia asks the player to find her book, which is hidden in a hay rack to the east. If you return the book, she gives you a gem worth a few gold pieces at the inn.

Dreppin

Location: Near the hay rack at the northeast of the map

Experience Points: 50

Dreppin will tell the player where Phlydia's book is. When approached a second time, he will ask the player to get a potion from Hull for his ailing cow. When the player brings the potion, found in Hull's footlocker, Dreppin will give the player some background information.

Hull

Location: At the Candlekeep gate, on the east side of the map

Experience Points: 50

He asks the player to bring him his sword, which is in the barracks in a footlocker on the upper-right side of the room. He will give the player some gold—the amount depends on the player's charisma—and chew him out for taking so long.

Fuller

Location: In the Guardhouse in Candlekeep

Experience Points: 50

He will ask the player's character to go buy him some crossbow bolts. When you bring him the bolts, he will give you a dagger.

Other Character Encounters

Subplot: None

Locations: Various

Imoen: A childhood friend meets you when you enter the inner grounds south of the keep. If you do not rebuff her, she will show up later, after Gorion's death, and ask to join your party. She is a skilled thief.

Tethtoril: A priest with a scroll belonging to Elvenhair. He can be found within the inner grounds. He will give you the scroll and urge you to see Gorion.

The Keeper of the Portal: Stands outside the gate to Candlekeep and refuses you admittance if you try to return. He will ask for a book worth no less than 5000 gp. If the character possesses a particular book, the entire party will be teleported inside the keep, beginning with Chapter Six.

Jondalar: Located east of the inner grounds. He will spar with the character to give him some fighting experience. Eric, a bowman, will shoot at the character with arrows. This will be a nonlethal fight, however.

Reevor: Stands outside the storehouse on the east side of the map. He tells the player to kill the rats inside.

An assassin: He's waiting for you inside the priests' quarters on the north side of the map.

Carbos: Another assassin waiting for you in the bunk house south of the inner grounds.

Gorion: Your foster father is waiting for you on the steps in front of the keep in the inner grounds. Tell him when you are ready to go, and he will take you to AR2700, where he will be killed in an ambush.

Gatewarden: He will take you to an underground chamber where you may practice non-lethal party-based combat.

Chapter One

Chapter One follows your adventures between Gorion's death and your arrival at Nashkell. Most of this time will be spent in small battles against low-level enemies to build up your characters' fighting abilities. You should also find yourself some likely sidekicks. Khalid and Jaheira, and Xzar and Montaron are easy-to-acquire companions. They have decent abilities, though their carping and complaining may drive you mad.

Xzar and Montaron

Subplot: The Zhentarim

Location: On the road in AR2700

These two will ask to join the player's party. They want to go to Nashkell; if the player doesn't go to Nashkell within a certain time limit, after three requests, they will leave the party.

If either or both characters join you and manage to survive until the end of the story, there are subplots in the last chapter involving them.

Khalid and Jaheira

Subplot: The harpers

Location: AR2301 (in the Friendly Arm Inn, on the main level)

These are the two Gorion told you to find. They will offer to join your party. They ask you to go to Nashkell, and if you don't go, they will periodically complain.

Khalid is a fighter, while Jaheira is a druid with some impressive spells. Despite their complaining, these two can be very useful companions on your quest.

Unshey

Subplot: Unshey

Location: AR2302 (Friendly Arm Inn, second level)

She will tell you that an ogre has stolen her belt—the "girdle of piercing." If you return the belt to her, she will pay you in gold.

Landrin

Subplot: Landrin

Location: AR2303 (Friendly Arm Inn, third level)

Experience Points: 100

Depending on your charisma, he will ask you to bring him a wine bottle, a spider body, or boots from Beregost. He will pay you a reward in gold, depending on what he asked you to get.

Other Character Encounters

Subplot: None

Locations: Various

Imoen: If you did not rebuff her, she will appear after Gorion's death and ask to join your party. She is a skilled thief.

Gorion's body: The first time you spoke with Imoen, if you were nice to her, she inadvertently blurted out that she's seen a letter Gorion has received. If you travel north from the road where you meet Imoen the second time, you will find Gorion's body, as well as the bodies of two of his murderers. Gorion's body will have the letter, plus gold and a ring.

Old Man: He'll appear in AR2800 and want to talk. He'll show up again later.

Bentley Mirrorshade: The innkeeper at the Friendly Arm Inn.

Tarnesh: An assassin who attacks you on the steps of the Friendly Arm Inn.

Karlat: An assassin who attacks you in the Jovial Juggler, in Beregost.

Neira: An assassin who attacks you in the Nashkell Tavern.

Chapter Two

In Chapter Two you're faced with the problem of the Nashkell Mines. You'll meet more potential members for you band and fight some tougher enemies.

Merchant

Subplot: The Mystery Merchant

Location: Merchant Tent at fair

The party encounters a merchant in one of the tents in the Nashkell Town fair. If the characters have high enough charisma, he will offer to sell them some useful potions.

Samantha and Jamie

Subplot: The Closet

Location: The Manor House in Nashkell, in an upstairs bedroom

Samantha is in her bedroom. If she cries out for help, Jamie will appear.

Zorda and Bentha

Subplot: Zorda

Location: One of the tents at the Nashkell town Fair

It's a hostage situation, with Zorda telling the characters to get out or he'll kill Bentha with a magic word. If the players insult him, he'll attack the party.

Brage

Subplot: Brage

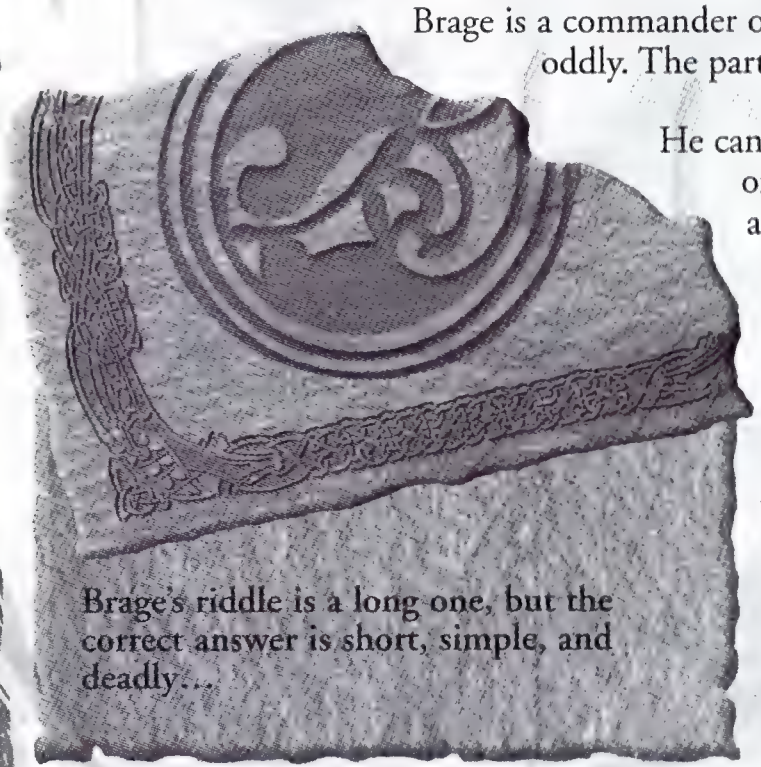
Location: 4100

Experience Points: 1000

Brage is a commander of the guard who has begun behaving oddly. The party will hear of him in Nashkell.

He can be found in AR4100, well to the west of Nashkell, where he will ask the party a riddle. If they fail, or if they tell him they are going to take him in and collect a bounty, he will attack.

If they answer the riddle successfully, he will surrender. The party will be returned to the Temple of Nalin, Brage will be cured, and the group will receive a reward of 1000 gp. In addition, Brage will give the party his possessions: a Potion of Stone Giant Strength and a cursed berserking two-handed sword.



Brage's riddle is a long one, but the correct answer is short, simple, and deadly...

Nalin

Subplot: Brage

Location: AR4800

Nalin is the priest of the temple in the town of Nashkell. He offers the usual priestly services of healing in exchange for gold. He will also tell the party that if Brage can be returned to the temple, he might not need to die. The characters can return Brage to the temple if they solve his riddle, and Nalin will give them 1000 gp.

Volo

Subplot: Volo

Location: AR4800 (the Nashkell tavern)

Volo is a colorful character in the Nashkell tavern who will give the players many rumors.

Drienne

Subplot: Drienne

Location: AR5200

Experience Points: 200

Drienne approaches the characters and asks them to retrieve the body of Pixie, her cat, which is in a waterfall nearby. If they return the cat's body, her reaction will depend on the party's charisma. If her reaction is friendly, she gives them a Protection From Undead Scroll. If her reaction is neutral, she gives them 33 gp. If her reaction is hostile, she accuses them of killing her cat and leaves.

Jared

Subplot: Jared

Location: AR4600

Experience Points: 150

Jared asks the party to kill a polar bear on the other side of the bridge. His reaction after they have done so depends on their charisma. If his reaction is friendly, he will give them Boots of the North. If neutral, he gives them 30 gp. If low, he runs away.

Gnarl and Hairtooth

Subplot: The Bridge

Location: 5100

Gnarl and Hairtooth try to extort money from the characters when they seek to cross a bridge. If they give them 10 gp, they will be allowed to pass. If the party gives more or less than 10 gp, they will be attacked.

Laurel

Subplot: Laurel

Location: AR4600

Experience Points: 250

The party encounters her in AR4600, far to the west of Nashkell. If they have low reputations, she will attack. Otherwise, she will ask their help in fighting a horde of gibberlings. If the party agrees, the gibberlings will appear, and Laurel will help fight them. After the battle, Laurel will thank the party.

Albert and Rufie

Subplot: Demon Wolf

Location: AR5300

Experience points: 1000

A boy named Albert is searching for his dog, Rufie. He asks the party for help and gives them a dog's chew toy so the dog will know them. Rufie will follow the characters once he sees them.

If the party succeeds, Albert will transform into a demon, open an interdimensional gateway, and vanish with Rufie. If the party kills the dog, Albert will be angry but depart anyway.

Caldo, Krumm, and the Dryad

Subplot: The Dryad of Cloudpeaks

Location: AR5200

Experience Points: 500

The characters encounter two mercenaries, Caldo and Krumm, attempting to get treasure from a dryad in a tree. If the party refuses to help, the mercenaries will attack them. If the player selects the mercenaries a second time, they will claim all the treasure is theirs and will attack.

If the players decide to help the mercenaries, the dryad will attack them. If, when she asks for help, the players help the dryad instead, they will have to fight Caldo and Krumm. If they kill the mercenaries, they will be rewarded by the dryad with an antidote potion.

Edwin

Subplot: Dynaheir

Location: AR4800

Edwin will ask the party to join him, saying he wants to find and kill a Rasheman witch named Dynaheir. If they don't find her in 14 days, he will get angry and leave the party. If Dynaheir is already with the party, he will demand that they kill her; if they refuse, he will leave.

Minsc

Subplot: Dynaheir

Location: AR4800

Minsc will ask the party to help him rescue Dynaheir. If Dynaheir is already with the party, he will ask to join them; Dynaheir will leave with him if they refuse.

Dynaheir

Subplot: Dynaheir

Location: AR5100

Dynaheir is imprisoned in AR5100, in a large fortress to the extreme southwest.

There are several outcomes possible, depending on whether Minsc and/or Edwin are with the party. If Minsc is alive and part of the group, she will ask to join them. If they refuse, Minsc will leave with her. If Minsc is dead, she will ask to join them.

If Edwin is in the party, he will demand that they kill her. If they refuse, he leaves. If they agree, she attacks them. If neither Edwin nor Minsc is with the party, Dynaheir thanks them and asks if she can join.

Oublek

Subplot: Greywolf and Prism

Location: 4800

Oublek will mistake your character for a bounty hunter named Greywolf and offer you 200 gp. If you pretend you're Greywolf, you will get the gold, but the deception will have consequences later. If you refuse the gold, Oublek thanks you for your honesty. Later, he will offer the party chances to collect some bounties.

Greywolf and Prism

Subplot: Greywolf and Prism

Location: AR5400

Experience Points: 1000

Prism is being hunted by Greywolf. The characters have a choice. If they agree to protect him, Greywolf will appear, and the players may either kill Greywolf or stand aside while Greywolf kills Prism.

If your character impersonated Greywolf when approached by Oublek, he will attack. If you insist on guarding Prism, he will attack. If the player does not protect Prism, he will kill Prism.

Emerson

Subplot: The Mines

Location: AR5400

Emerson is the mine foreman at the Nashkell Mines. The player needs to talk to him to get the soldiers to move away from the mine entrance. He can be found in the mine pit to the southwest of the mine entrance.

Miners

Subplot: The Mines

Location: AR5400 (upper two levels of the Nashkell Mines)

Most of the miners wandering around in the mines are sources of rumors. Dink, on the upper level, will ask the party to return a dagger to Kylee, on the second level. Kylee can be found in the large, round room to the west. He will thank the party and give them a little background information regarding recent events in the mines.

Mulahey

Subplot: The Mines

Location: AR5405 (inside the cave on an island on the lowest level of the mines)

Experience Points: 1200 (for finishing the chapter)

Mulahey is in charge of ruining the iron ore taken from the mine. He thinks the characters were sent by Tazok to kill him and will summon kobolds and skeletons to attack them. After he has lost 50 percent of his hit points, he will surrender, but then attack again. In his chest are various items of loot, plus letters the party must take with them.

Other Character Encounters

Subplot: None

Locations: Various

Nexlit: Will appear in AR4700, accuse the player of being a butcher, and summon up a cave bear to attack the party.

Nimbul: Will appear in Nashkell after Chapter 2 is over and attempt to kill the player's character.

Tiax: May try to join the party in AR0900. He wants help in becoming a ruler.

Vitiare: Will pickpocket the characters at the Nashkell Fair.

Gazib and Oopah: A strange pair at the fair. Gazib summons Oopah, who explodes. After three times, Oopah gets mad.

Xan: An elf mage held prisoner by Mulahey. If the party's charisma is medium or high, he will try to join them.

Chapter Three

Once you've cleaned out the Nashkell Mines, you're a genuine hero, with a decent reputation and a burgeoning number of experience points. In Chapter Three, you must decide which way to go next—back north seems a good bet, but you'll have a chance to perform a number of sub-quests to further improve your characters.

Bassilus

Subplot: Bassilus

Location: AR3700

He will talk to the party, thinking they are his family. Eventually, he will attack. If the player upsets Bassilus by keeping him talking for the longest possible time, then his skeletons will be destroyed. He possesses a holy symbol.

Keldath Ormlyr

Subplot: Bassilus

Location: AR3402 (the Statue Building, Temple of the Morning)

Experience Points: 1000 (for completing the Bassilus subplot)

He will react in different ways, depending on what the party has done. If they have killed Bassilus but do not have a holy symbol, he will tell the players to go get it. If they do have the holy symbol, he will give the characters 5000 gp. If the players have the head of a wyvern, he will give them 1000 gp.

Bjornin

Subplot: Bjornin

Location: AR3304 (The Jovial Juggler, in Beregost)

Experience Points: 400

If the party has a high reputation, he'll tell them to kill some ogres to the south. If they are successful, he will give them a shield.

Gurke

Subplot: Gurke

Location: AR3304 (The Jovial Juggler, in Beregost)

Experience Points: 300

If the party has low or medium charisma, he'll ask them to find a cloak stolen by a group of tasloi. If they return his cloak, and if they have low charisma, he'll let them keep the cloak. Otherwise, he'll give them 80 gp.

Kagain

Subplot: Kagain

Location: AR3353 (the second floor of a building in Beregost)

He wants to know what happened to Entar Silvershield's son and will ask to join the party. The son was a passenger in a caravan attacked by bandits just north of Beregost. If the party visits the wreckage of the caravan, Kagain will learn this; if the party does not visit the caravan within two weeks, he will leave.

Mad Arcand

Subplot: Mad Arcand

Location: AR3100

Experience Points: 300

He'll talk to the party in riddles. If he has a friendly reaction to them, he'll reveal that there's a treasure in the ruins of a ship on the coast. If the party has the Ring of Folly with them, he will give them a Potion of Fiery Burning.

Mirianne

Subplot: Mirianne

Location: AR3313 (the first floor of a building in Beregost)

She wants to know what happened to a messenger who was bringing her a letter from Roe, her husband. The messenger was, in fact, killed by ogrillons in AR2800, and one of them has the letter. If the characters have the letter, she will give them a Ring of Protection.

Perdue

Subplot: Perdue

Location: AR3357 (The Red Sheaf Inn, main level, in Beregost)

Experience Points: 250

He will ask the party to retrieve his favorite sword, stolen by gnolls. If the party approaches him with the sword, he will reward them with 50 gp.

Shar—Teel

Subplot: Shar-Teel

Location: AR3700

She will challenge the most powerful male member of the party to a duel. When his hit points are reduced to 10 or fewer, she wins and will take some gold. If her hit points are reduced to 10 or fewer, the player wins, and she will offer to join the party. If no one in the party has 10 hit points, she'll tell them to go away.

If Shar-Teel is a member of the party when they are imprisoned by Angelo in Chapter Seven, she will talk to Angelo, who will release them.

Taerom Fuiruim

Subplot: Taerom Fuiruim

Location: AR3101 (the Thunderhammer Smithy in Beregost)

If the party has an ankheg shell, he will offer to buy it, or he will ask if they want it made into armor. The armor will cost 4000 gp and will be ready in 10 days.

This armor is *very* good and is worth the high price!

Tranzig

Subplot: Bandit Camp

Location: AR3352 (the main floor of Feldpost's Inn, in Beregost)

Tranzig will appear in Chapter Three and will attack the players if he is threatened. If he's reduced to 5 hit points or fewer, he will surrender and take the party to AR1900, which until this point has been inaccessible in the game.

Raiken

Subplot: Bandit Camp

Location: AR2400

A bandit who approaches the party and demands their money. If the players either surrender or try to join the bandits, they will be taken to AR1900 and the bandit camp. If the party gives up their money, the bandits take it and leave. If the party refuses, the bandits will attack.

Teven

Subplot: Bandit Camp

Location: AR2900

A bandit who approaches the party and demands their money. If the players either surrender or try to join the bandits, they will be taken to AR1900 and the bandit camp. If the party gives up their money, the bandits take it and leave. If the party refuses, the bandits will attack.

Captured bandit

Subplot: Bandit Camp

Location: AR2800

He will only appear during Chapter Three. When the other bandits in his area are dead, he will try to initiate a conversation. During the dialogue, he will reveal the location of the bandit camp, and AR1900 will become accessible. This is an alternate way of reaching the bandit camp.

Tazok

Subplot: Bandit Camp

Location: AR1901 (the largest tent in the bandit camp in AR1900)

Experience Points: 2400 (for completing Chapter Three)

He approaches the group and initiates a conversation with Teven or Raiken, depending on who brought the characters to the camp. If the party does not mention Mulahey, he lets them enter. Otherwise, he attacks. If they reduce him to half of his hit points, he tells them they're good warriors and can join the bandits.

The characters will probably have to kill several powerful guards in order to get the letter kept inside Tazok's trunk. Once they find it—a letter from Davaeorn to Tazok—Chapter Three ends. AR2200, until now hidden, will become accessible.

Zhurlong

Subplot: Zhurlong

Location: AR3307 (The Burning Wizard, in Beregost)

With a friendly or neutral reaction to the party, he will ask them to find his boots, stolen by hobgoblins. If the party brings him the boots, he will reward them with 150 gp. The boots are, in fact, Boots of Stealth.

Farmer Brun

Subplot: Ankheg

Location: AR1400

Experience Points: Either 500 or 1000.

He will ask what has happened to his son, who has been killed by an ankheg. If the players return the body, they will receive experience points. If they approach him later, they will have the opportunity of helping him by giving him gold.

Charleston Nib, Gallor, Workers

Subplot: Archeologists

Location: AR4100

Experience Points: 1000

Nib is an archeologist who wants the party to help him with his dig. If the players agree, he moves to the entrance of some ruins, and Gallor appears and tries to convince the players to kill Charleston and the workers.

In the central chamber of the ruins, the workers go mad and attack the party. If the workers are killed and Charleston survives, he will apologize and leave. If Charleston and the workers are killed and the party retrieves an idol from the ruins, Gallor will give the party a reward. If the party keeps the idol, a doomsayer will appear and try to kill them.

Melicamp and Thalantyr

Subplot: The chicken

Location: AR3700 and AR3202 (inside a farmhouse in AR3200)

Experience Points: 2000

A chicken approaches the party and begs for help. When the players kill a wolf chasing it, the chicken explains that it is a wizard who was changed into a chicken.

The players must take the chicken to Thalantyr, a wizard in AR3200. The first time the party approaches Thalantyr, he tells them to leave. If they persist, the chicken will appear and begin talking with him. The players will be asked to get a skull for the casting of a spell; they must find and kill an animated skeleton and retrieve the skull. If they do so, when they return with the skull, Melicamp will either be restored or be killed—a fifty-fifty chance either way.

There are several animated skeletons wandering around in AR3200. Kill any of them, and you'll be able to get the necessary skull.

Jebadoh, Sonner, and Telmen

Subplot: The fishermen

Location: AR1400 and AR0900

Experience Points: 1000

Jebadoh and two friends will ask the players to kill a priest of Umberlee named Tenya. If the players find Tenya in AR0900 and do as they were asked, they can return to the fishermen and negotiate with them for a gold reward.

If the party goes and talks to Tenya instead, they can then return to the fishermen and force them to give up a Bowl of Water Elemental Control.

This artifact has no use in the game, other than within this subplot.

Tenya

Subplot: The fishermen

Location: AR0900

Experience Points: 2500

When the party first approaches Tenya, she will tell them to get off her property. If they keep questioning her, she will tell them that the fishermen are evil and not to be trusted. The party can then return and force the fishermen to give up the Bowl of Water Elemental Control.

Ghost Knight

Subplot: Knight

Location: AR5201 (ruins of the Firewine Bridge)

Experience Points: 1500

He will speak of being betrayed. If the party can return with the armor of his companion, he will destroy himself and the other ghost knights.

Shoal

Subplot: Nereid

Location: AR3100

Experience Points: 750

If a male character is leading the party and has high or moderate charisma, Shoal will try to kiss him. If she does, he dies instantly. If the party wounds her, she will surrender and, if asked, will reanimate the dead character.

She will explain that an evil ogre mage named Droth has been forcing her to waylay passersby. If they choose to defend her, Droth will appear and must be killed.

Hentold and the Revenant

Subplot: Revenant

Location: AR5000

Hentold will ask the party to return a dagger to a revenant. If the party enters the tombs in the area, they will have the opportunity to give it to a revenant.

Flaming Fist Mercenary

Subplot: Samuel

Location: AR5500

He approaches the characters and tells them to watch out for a runaway named Samuel. If the players have Samuel with them (carried as an item) the mercenary will ask who is with them; they can lie, or they can give Samuel to him.

Samuel and Lena

Subplot: Samuel

Location: AR3100

He's found lying on the ground in AR5500. Lena tries to convince the characters to take him the Friendly Arm Inn. If they agree, Samuel becomes an inventory item and Lena gives them a jade ring.

Gellana Mirrorshade

Subplot: Samuel

Location: AR2300 (Friendly Arm Inn)

Experience Points: 500

If the players bring her Samuel, she takes him and gives the players a reward. If it has been 10 days since they picked him up, he will be dead. If he is still alive, Gellana will give the party a Potion of Heroism and a Potion of Extra Healing.

Garrick and Silke

Subplot: Silke

Location: AR3300

Garrick will talk to the characters in front of the Red Sheaf Inn in Beregost and ask if they want to work for his employer, Silke. Silke will offer to pay the party to protect her. If they agree, she will then be approached by three merchants who tell her they have the gems she wanted. Silke will then order the party to attack the merchants.

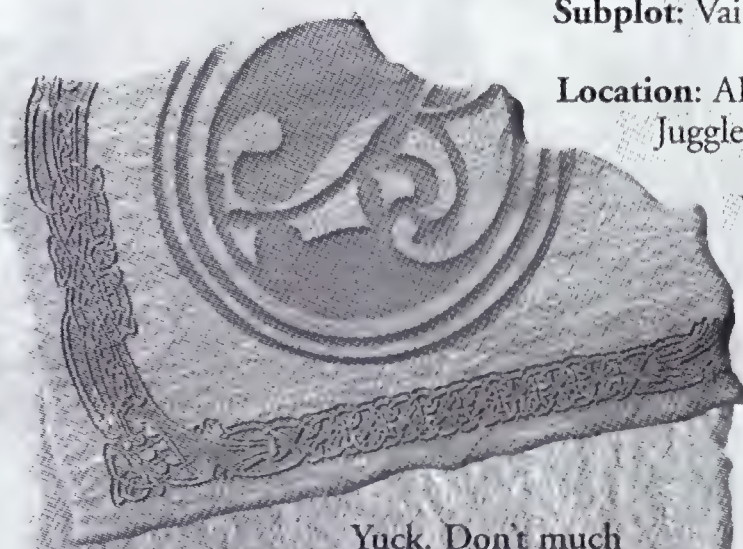
If they kill the merchants, Silke will pay them. If they help the merchants, Silke will attack them. If they kill Silke, Garrick will offer to join their party.

Chloe and Officer Jessa Vai

Subplot: Vai

Location: AR3300 and AR3304 (The Jovial Juggler Inn in Beregost)

When the party returns to Beregost after cleaning out the Nashkell Mines, Chloe will approach the party in the street and tell them someone named Vai wants to see them at the Jovial Juggler. Jessa Vai is an officer of the Flaming Fist whose unit has been cut off from Baldur's Gate by bandits. She offers the party 50 gp for every bandit scalp they bring to her at the Jovial Juggler.



Yuck. Don't much care for scalp collecting myself, but hey, it's a living. In some circles, anyway. After this encounter, you'll find any bandits you kill have scalps for the taking.

It's not like they *need* them anymore...

Viconia

Subplot: Viconia

Location: AR2400

Viconia will approach the party as they walk east of the road in the extreme northwestern portion of AR2400 and will ask for their protection. She is a dark elf, and a mercenary of the Flaming Fist wants to kill her. The Flaming Fist mercenary shows up a moment later. The party can protect her or let the mercenary kill her. If the party defeats the mercenary and has high enough charisma, Viconia will ask to join them.

Other Character Encounters

Subplot: None

Locations: Various

Ajantis: A paladin who asks to join the party. He will attack if you insult him.

Arghain: A half-ogre in AR4400 will spawn more ogres and attack, no matter what the party does.

Arkushule: A gypsy in AR3600 will foretell the party's future, but she will attack if pressed for more information.

Baruk: Will bring in kobold commandos in AR4100 and attack.

Bentan: A priest in AR4500 who tries to convert the characters.

Carsa: Encountered in AR4500, she has a bottle which she claims holds a horrible beast. If the players tell her to flee, she runs away. If they try to take the bottle, a *very* powerful ogre mage appears and attacks.

Cattack: A bandit in AR3400 who will demand all of the players' gold and will attack if they refuse.

Drizzt: He will ask for help fighting gnolls. If the party helps, he will give them rumors. If they threaten him, he will attack.

Drunk: A drunk in AR3400 will claim to be a lich and demand money. He is, in fact, just a drunk and can be ignored.

Gondolar: A character in AR4000 who will give the party some rumors. If they approach him a second time, he will try to get them to attack kobolds at the Firewine Bridge in AR4500.

Halfling Trader: He's in AR3900. He'll try to sell the party a worthless gem, claiming that it's magic.

Icharyd: A skeleton in AR3900 who will attack the party.

Kivan: A character who asks to join the party.

Korax: A ghoul who will ask to join the party in AR3500. Ten minutes after joining, he will attack.

Laryss: Encountered in AR4100, she will attack if the party says they are going to hurt Brage. Otherwise, she flees.

Nestor: A ranger who shows up in AR1400 if the party has a low reputation (4 or less). He's hunting for them and can be a nasty opponent.

Quayle: He tries to join the party.

The Surgeon: Encountered in AR3100, he will cure the party of light wounds for free each time he is asked.

Lamalha, Maneira, Telka, and Zeela: Assassins hired by the Iron Throne to kill the party. They will be encountered in AR5000.

Halacan, Molkar, and Morvin: Assassins hired by the Iron Throne to kill the party. They will be encountered in AR4000.

Marl and Dunkin: Two toughs in the Feldpost Inn who try to pick a fight with the characters.

Sil: A sirine in AR3600. She and fellow sirines will attack 10 seconds after they warn the party to leave their territory.

Chapter Four

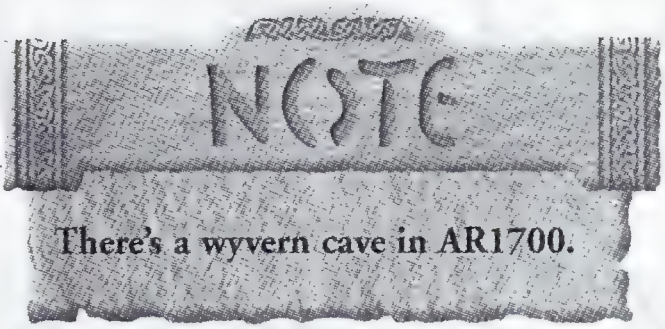
In Chapter Four, you must reach for the next link in the chain and head for the Cloakwood. You're about to come up against some pretty tough challenges, so take every opportunity to add to your characters' skills, experience, and weapons.

Coran

Subplot: Coran

Location: AR2200

Coran is hunting wyverns. He will ask to with him. If they do not find any wyverns within 10 days, he leaves. If they do find and kill a wyvern, he will tell them to bring the head to the Temple of Morning in Beregost.



Aldeth Sashenstar, Seniyad

Subplot: Aldeth Sashenstar

Location: AR2200 (Cloakwood, near the hunting lodge)

Experience Points: 2000 or 3500

He will approach the party and ask for help defending him and his homestead from some druids. If they agree, Seniyad and a group of druids appear. The player can choose to help either Aldeth or Seniyad; whoever they *don't* help becomes hostile and attacks.

If the party helps the druids and kills Aldeth, they give them safe passage through the Cloakwood and the party gets 2000 Experience Points. If the party helps Aldeth and kills the druids, he gives them a Potion of Super Heroism, they get 3500 Experience Points, and they will be able to become involved in an important sub-plot in Chapter 5.

If, however, the players fight and kill Aldeth, his brother Dabron will show up in Baldur's Gate and attack them. Finally, if Faldorn is a member of the party, Seniyad will warn them that she is dangerous and should be watched.

Eldoth

Subplot: Ransom

Location: 1600

This character might be encountered in AR1600 and will want to join your party. If you accept him, he'll want to rescue a woman named Skie in Baldur's Gate, once you get there.

Yeslick

Subplot: The Cloakwood Mines

Location: AR1803 (third level of the Cloakwood Mines)

A dwarf held prisoner in the Cloakwood Mines. If the party has a high enough charisma, he will ask to join the party. In any case, he will tell them the history of the mines and suggest a means of destroying them forever.

Davaeorn

Subplot: The Cloakwood Mines

Location: AR1803 (third level of the Cloakwood Mines)

Experience Points: 4800 points (for completing Chapter Four)

This is your chief foe in Chapter Four. To complete the chapter, you must find him at the bottom of the Cloakwood Mine (AR1800), kill him, and use a key on his body to flood the mine. He will initiate conversation with you, then fight, using extremely powerful magic that includes fire spells, mirror images, and dimensional gateways that enable him to vanish and reappear elsewhere.

Other Character Encounters

Subplot: None

Locations: Various

Faldorn: She'll try to join your party at AR2100 if your charisma is high enough.

Laskal: A shadow druid who will attack the party in AR1600 *unless* Faldorn is with them.

Drasus, Genthore, Kysus, Rezdan: Iron Throne mercenaries in AR1800. They will attack the party.

Chapter Five

In Chapter Five, you at last reach the huge city of Baldur's Gate. There are many subquests here, designed to further build up your characters, and you can spend a long time here doing just that. You also first encounter situations and characters that will be involved in the final confrontation, and you begin to put together the pieces of the grand conspiracy you've uncovered.

Fenten

Subplot: Fenten

Location: AR0600

Experience Points: 200

He tells the party that he wants ankheg shells and is willing to pay for them.

Fergus

Subplot: Fergus

Location: AR0607 (Flaming Fist HQ, level 1)

Experience Points: 1000

He'll ask the group to find him a ring for his girlfriend. He'll want a specific type of ring, however—an Angel Skin Ring.

Cordyr

Subplot: Cordyr

Location: AR1200

Experience Points: 1000

If the party has a low or medium reputation, Cordyr will ask the group to kill some sirines. If they return to him and Sil is dead, he'll give them either a Scroll of Haste or a Scroll of Flame Arrow, depending on their reputation.

NOTE

Sil can be found in AR3600 and may have already been encountered by the group in Chapter Three.

G'axir the Seer

Subplot: G'axir the Seer

Location: AR0105 (Blade and Stars Tavern)

Experience Points: 1000

He'll ask the group to find him a sphene gem. If they do, he'll thank them.

Nadarin

Subplot: Nadarin

Location: AR1300

Experience Points: 1300

He'll ask the group to kill a basilisk at a warehouse in AR1200. If the party is successful, he will reward them with 1000 gp or 1800 gp, depending on their charisma.

Noralee

Subplot: Noralee

Location: AR1200

Experience Points: 1000

She'll ask the group to find her gauntlets. She dropped them somewhere in the dock area and will give a reward for their return.

Pheirkas

Subplot: Pheirkas

Location: AR0100

If there's a thief in the party, he'll ask the group to steal a cloak from a man named Algernon in Beregost. If the party returns with the cloak, he will give them a reward that varies according to their charisma.

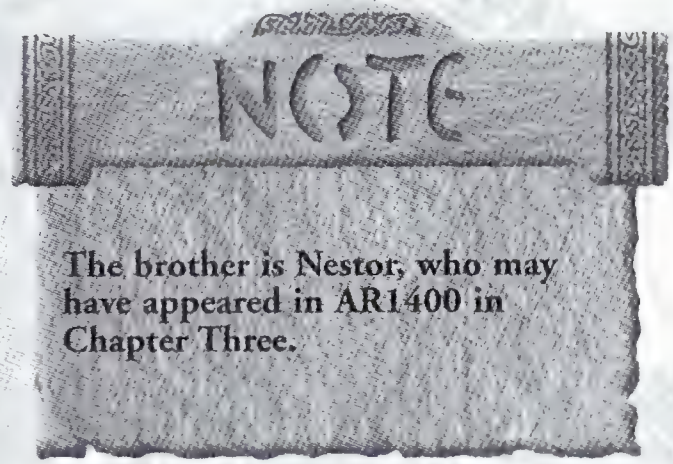
Quinn

Subplot: Quinn

Location: AR0500

Experience Points: 950

He'll tell the group his brother was killed by ankhegs, and that he wants them to find his brother's dagger. If they return with the brother's dagger, he will give them a Shandon gem.



Rinnie

Subplot: Fergus

Location: AR0006 (a first floor room in AR0200)

Experience Points: 900

He'll ask the group to get him a book, "History of the Unicorn Run." If they get it for him, he'll reward them according to their charisma.

Noblewoman

Subplot: Areana

Location: AR0121 (The Flaming Keg, Level 3)

She'll hire the party to kill Cyrdemac, who is blackmailing her. You can do the deed and accept the reward, or you can blackmail her for more money. Each time you talk to her afterward, you can demand 500 gp. Two days must pass between each demand. If more than 10 days pass and you do not demand gold, she will bring in Tor Lobo and attack the party.

Cyrdemac is at the Elfsong Tavern. The Noblewoman may offer you 500, 2000, or 4000 gp to kill him.

Scar

Subplot: Seven Suns

Location: AR0607 (Flaming Fist HQ)

Experience Points: 5000

When Scar meets the party at the entrance to the city, he will ask them to investigate the Seven Suns Trading Coster. Later, he will be at the Flaming Fist headquarters, on the second level. If the players come to see him, he will ask if they've learned what's wrong at the Seven Suns estate. If they tell him about the dopplegangers but haven't killed them, he tells the party to go kill them. If the group has killed all the doppelgangers, he gives them 2000 gp.

Scar

Subplot: Carrion

Location: AR0607 (Flaming Fist HQ)

Experience Points: 2000

After the party has killed all of the dopplegangers at the Seven Suns Trading Coster, Scar will offer another quest. He wants the group to find out why people have been disappearing off the streets.

If they return after having killed the Ogre Mage of the Sewers, he will give them a 1000 gp reward.

Bheren

Subplot: The cat

Location: AR0004 (a first-floor room in AR0200)

Experience Points: 400

This is a strange one, where Bheren asks you to kill a cat, Angel. If the party has a low reputation and kills the cat, Bheren gives them a Cloak of Non-Detection. If the party has a medium or high reputation, Bheren becomes angry with them.

Tremain Belde'ar, Varci Roaringhorn

Subplot: the Dead Child

Location: AR0600

Experience Points: 5000

Varci meets the characters in the street in AR0600 and asks them to visit Tremain at his home. Tremain is a priest of Tymora, and his son, Casson, is dead. He asks the party to retrieve the body of his son, which is being held by the Temple of Umberlee. The players must go to the Temple of Umberlee and first talk with a priestess, then with Tenya—whom the players may have met before, in Chapter Three.

If the characters return the body of Casson to Tremain, Tremain will talk to his son, and they will leave together. When the party again meets Varci, he will pay them 2000 gp.

Harbor Master

Subplot: Eltan

Location: AR0702 (Harbor Master's Building)

Experience Points: 2500

If the characters give the Harbor Master the body of Duke Eltan, he will take the body and say that he will protect it from harm.

Nadine

Subplot: Euric

Location: AR0700

Experience Points: 300

She will ask the party to find her son and give him an Amulet of Protection+1. If the party does so and returns to her, she will thank them and give them an Amulet of Missiles.

Euric

Subplot: Euric

Location: AR1306 (A first-floor room in AR1300)

Experience Points: 1100

If the characters find him and have the amulet from his mother, he will take it and tell them to say hello to his mother for him.

Ghorak

Subplot: Ghorak

Location: AR0120 (Three Old Kegs, Second Level.)

He asks the party to find his brother's skull behind a painting at the Three Old Kegs and give it to Agnesia at the Lady's Hall.

Agnesia

Subplot: Ghorak

Location: AR0132 (Lady's Hall)

Experience Points: 1000

She accepts the skull, if the party has it, and thanks them.

Brielbara

Subplot: Kidnap

Location: AR0300

Experience Points: 1000

She asks the party to get an antidote for her daughter by stealing it from Yago, her ex-husband. If they agree to help, she'll meet them later at the Splurging Sturgeon. If they meet her with a book taken from Yago, she will give them 200 gp.

Yago

Subplot: Kidnap

Location: AR0135 (Low Lantern, Level Three)

He will attack the party as soon as they speak to him. If they reduce him to 10 hit points or fewer, he'll surrender and give them the book they need.

Aldeth Sashenstar

Subplot: League

Location: AR1100

Experience Points: 300

He asks the party for help. He believes two of his business partners have been taken over by shapeshifters. Later, he will meet them at AR0128 (The Merchant's League, Second Level) and ask them how it's going. If they've learned anything, he will direct them to see Brandilar. If they talk to him after having killed all the doppelgangers, he will give them a reward, including a Wand of the Heavens.

Brandilar

Subplot: League

Location: AR0128 (Merchant's League, Second Level)

He'll ask the party to get evidence incriminating Zorl and Irlentree, who are doppelgangers. If the characters can find a letter from Sarevok to Zorl and bring it to Brandilar, he will tell the party to kill Zorl and Irlentree. Both will turn into doppelgangers.

Irlentree, Zorl

Subplot: League

Location: AR0127 (Merchant's League, Level One)

They are doppelgangers. Irlentree will invite them to Aldeth's birthday party; Zorl will ask them many questions. When the players are told to kill all of the doppelgangers, Irlentree turns into a greater doppleganger.

Nemphre

Subplot: Necro

Location: AR0823 (a first-floor room in AR0800)

Experience Points: 1000

She asks the party to get a bloodstone amulet from Arkion. If they return the amulet to her, she gives them a Scroll of Vampiric Touch.

Ordulinian

Subplot: Necro

Location: AR0703 (Sorcerer's Sundries, Level One)

Experience Points: 3500

If the party has a high reputation, he will ask them to get the bloodstone amulet and the onyx ring off of Arkion and Nemphre.

Abela the Nymph

Subplot: Nymph

Location: AR0126 (Ragefast's Home)

Experience Points: 2000

She is held captive by Ragefast. If the player kills Ragefast, they can either free her—for which she gives them a lock of hair—or take her to Ramazith. If they take her to Ramazith, she places herself in the party's inventory until reappearing in Ramazith's presence. If the party kills Ramazith and talks to Abela, she says a short piece, then leaves.

Ragefast

Subplot: Nymph

Location: AR0216 (Ragefast's home)

He will demand that the party leave his home. They can try to convince him to let Abela go. If they mention Ramazith's name, however, he flies into a rage and attacks them.

Ramazith

Subplot: Nymph

Location: AR0200

He'll hire the party to capture the nymph. If they accept the quest, he will meet them in his tower in AR0137 (Ramazith's Home, Level One). If they meet him there without Abela, he assumes they've betrayed him and will attack the party from the top of his tower.

If they have the nymph with them, she will appear and talk to Ramazith, after which he will give them Bracers of Defense, a powerful item of magical armor. If the party tells him to free Abela, he will become angry and attack them.

Eldoth

Subplot: Ransomed

Location: AR1600

If the party acquired Eldoth during its visit to AR1600, he will tell the group that they must go rescue someone named Skie when they first enter AR0100. If they agree, he leads them to a point not far from the Entar Silvershield estate. The party now has one day to find Skie; if they fail, Eldoth leaves the party to continue the search on his own.

Skie

Subplot: Ransomed

Location: AR0102 (Entar Silvershield's Estate, Level Two)

She's being held prisoner here. If the party finds her, and Eldoth is a member of the band—from Chapter Five—she will ask to join the group. If he's not with them, she will scream for help.

Elkart

Subplot: Ransomed

Location: AR0105 (Blade and Stars Tavern)

A target who will pay the group gold for ransom. If Eldoth and Skie are both members of the party and the group approaches him, he will give them 1000 gp. The party can continue collecting 1000 gp from him each day until the eighth day. At that time, Elkart will have six Flaming Fist mercenaries on hand to attack the party.

Lothander

Subplot: Poisoned

Location: AR0700

He will meet the characters after they've first talked to Marek and will tell them they've been poisoned. The poison is not curable and will kill them all in ten days.

If the party agrees to help Lothander cure his geas, they must find the diviner at AR0726 and ask the correct question out of a large number of choices. If they ask the correct question, Lothander will have them meet him at the Blade and Stars. If they find him there with an item given to them by Jalantha, he will give them an antidote.

Diviner

Subplot: Poisoned

Location: AR0726 (The fortune-teller's tent at the carnival)

The diviner asks the party what they want to know. They can ask only one question per day out of a large number of possible questions. The party must ask the right question about how to help Lothander.

Jalantha Mistmyr

Subplot: Poisoned

Location: AR0609 (Water Queen House)

She appears when the characters initiate a conversation with a lesser priestess of Umberlee. She will have them get a Tome of Understanding. In exchange, she will give them an item to take to Lothander, for which he will give them an antidote.

The book can be found with Chanthalas Ulbright, high priest of the Temple of Tymora, at AR0132 (Lady's Hall).

Marek

Subplot: Poisoned

Location: AR0300

Experience Points: 10,000

Marek will first approach the party and threaten them. Lothander will send him to AR0115 (The Blushing Mermaid, Level Two). If the party approaches him there, he will turn hostile. If the characters kill him, the poison will be canceled; a message appears, saying, "You have found the antidote on Marek's body. After drinking from the potion, you feel the burning of the poison slowly fade away."

The party receives 10,000 Experience Points for talking to Marek.

Narlen Darkwalk

Subplot: Thief

Location: AR0153 (Thieves' Guild Building 5)

Experience Points: 4000

If there is a thief in the party, Narlen will tell the thief (and only the thief) to meet him at the Splurging Sturgeon. He will meet him only between the hours of 8 at night and 4 in the morning, and only if the rest of the party is not visible. When the player selects him, Narlen takes the thief to a certain point and leaves him there. Five seconds later, a night watchman arrives and initiates a dialogue.

Later, when the thief meets Narlen again back at the Thieves' Guild, Narlen will react in one of several ways. If the thief killed the watchman, he will have nothing more to do with him. If the thief did not warn Niklos, he'll attack. If the thief shouted a warning, he will be pleased and reward the thief with 100 gp. The thief will then be asked to join in another burglary at the Blade and Stars.

This time, the thief must enter the building and retrieve a Rogue Stone. If the party returns the item to Narlen at the Thieves' Guild, he will give the party three pearls.

Niklos

Subplot: Thief

Location: AR0800

A Thieves' Guild member who approaches the party thief and tries to get him to see his guild master. If the party agrees, Niklos will give them the guild password.

Watchman

Subplot: Thief

Location: AR0300 (Outside the DeMallonblades home)

He approaches the thief and starts a conversation. The thief has the option of shouting a warning—the correct choice—or allowing the watchman to go by.

Gervisse

Subplot: Twins

Location: AR0162 (An estate in AR0100)

Experience Points: 1000

He will tell the party that the druid Voltine has sinister plans for twin sisters. In reality, he is a bogeyman.

Laerta and Louise

Subplot: Twins

Location: AR0162 (An estate in AR0100)

They are twins. They tell the player that someone has been watching them and that they are scared. If the party kills Gervisse, Laerta gives the party a Scroll of Protection from Evil.

Voltine

Subplot: Twins

Location: AR0162 (An estate in AR0100)

After the player talks to Gervisse, she appears and tells the party that Gervisse is evil and must be killed. If the players kill him, Voltine gives them a Wand of Polymorphing.

Alatos "Ravenscar" Thuibuld

Subplot: Skyship

Location: AR0153 (Thieves' Guild Building 5)

Experience Points: 4000

When the party finds Alatos inside the Thieves' Guild headquarters, he asks them to retrieve several items from three sisters—Delorna, Helshara, and Ithmeera. During their second conversation with Alatos, whether they've completed the quest or not, he will have a Halruuan wizard, Resar, attack them.

If the party has successfully gone on two subquests with Narlen, Narlen will appear and kill Resar, then begin a conversation with Alatos. At the end of the conversation, the members of the party are admitted to the Thieves' Guild.

Once the party returns with Helshara's fragment, Delorna's Statuette, and Delorna's Spellbook, they receive 4000 Experience Points.

Glanmarie

Subplot: Skyship

Location: AR0143 (Oberon's estate, Level one)

Experience Points: 2000

She will not allow the party onto the estate unless they follow the correct dialogue path, which involves claiming to work at the estate. If they do not choose the correct responses, they are ordered to leave. Flaming Fist mercenaries attack if they do not leave within 10 seconds of being told to do so.

Helshara, Ithmeera

Subplot: Skyship

Location: AR0145 (Oberon's estate, Level Three)

Sisters who will speak with one another, then attack the party. If Helshara is killed, Ithmeera will surrender and give the party Helshara's fragment, Delorna's Statuette, and Delorna's Spellbook.

Brevlik

Subplot: Wonders

Location: AR0800 (Elfsong tavern, Level Two)

Experience Points: 5500

He will hire the party to steal a telescope from the High Hall of Wonders. If they succeed but have killed a guard, he will have nothing more to do with them. If they succeed and did not kill a guard, he will give them a Wand of Lightning.

Be'land

Subplot: Wonders

Location: AR0130 (High Hall of Wonders)

He demands an entrance fee of the party when they try to enter the Hall of Wonders.

Brathlen

Subplot: Wonders

Location: AR0130 (High Hall of Wonders)

He's a guide who will take the party through the Hall of Wonders, stopping beside various exhibits to talk about them. At the end of the tour, he will answer questions.

Scar

Subplot: End of Chapter Five

Location: AR0900

Scar will meet the characters at the entrance to Baldur's Gate and ask them to go on a quest for him to investigate the Seven Suns Coster. If the characters refuse, he will meet them later in AR1100. If they agree, he will meet them at AR0607 (Flaming Fist HQ). In either case, he will then try to get them to come see Eltan, leading to the concluding scene for the chapter.

Eltan

Subplot: End of Chapter Five

Location: AR0608 (Flaming Fist HQ, Level Three)

Experience Points: 7200 (for completing Chapter Five)

The party is brought to Eltan by Scar. Eltan wants them to investigate the Iron Throne. If the party returns to him at any time with information about the Iron Throne—either from having visited the Iron Throne Base (AR0612 through AR0616), or if they have in their possession a letter from Tulth to Rieltar—then Chapter Five ends. Eltan will take the characters to Candlekeep to begin Chapter Six. He will also give them a book worth 5000 gp, which will gain them admittance at the gate.

Other Character Encounters

Subplot: None

Locations: Various

Alyth: Owner of the Elfsong Tavern, in AR0800 (The Elfsong Tavern). You must speak to her once to access her buy/sell screen.

Delthyr: A harper encountered in AR0800 and, later, at the Three Old Kegs Tavern (AR0119). He is a source of various rumors.

Dillar: In AR0112, he shows the party the Undercellar.

Gerde: A woman in AR1400, who offers to pay for ankheg shells.

Lusselyn: The third time the player selects him in AR0103 (The Splurging Sturgeon Inn), he will bet the player he can't kill a slime. If the players kill a slime, he pays the bet money.

Shaella: A strange lass who sends the party on nonexistent quests… then pretends to be someone else.

Thaldorn: Threaten him in AR0615 (the Iron Throne HQ, Level 5) and he'll tell the party that Bruno and Rieltar are at Candlekeep.

Cyrdemac: A merchant at AR0706 (The Elfsong Tavern, Level Two). A noblewoman may hire you to kill him.

Gretek: A thug at AR0116 (The Helm and Cloak). He will start a conversation, then attack the party.

Gorpel: Leader of an adventuring band at AR0116 (The Helm and Cloak). He will help the party if they are attacked by Gretek.

Husam: A thief encountered in AR0100, at the Thieves' Guild. If you speak with him here, he may show up near the city gates in Chapter Seven, with some rumors.

Ogre Mage of the Sewers: He approaches the party in the sewers, threatens them, and sics his carrion crawlers on them.

Bellamy: Encountered in the Three Old Kegs; if there are evil members in the party, he will warn them about Phandalyn.

Phandalyn: Encountered in the Three Old Kegs, he will attack the party if there are evil members in it.

Doppleganger Merchants: Fat merchants at AR0602 (The Seven Suns Trading Coster) who are, in fact, dopplegangers. They reveal their true colors if they're spoken to three times.

Alora: She's a thief who can only be encountered at night, at AR0130 (the Hall of Wonders). She will try to get the party to help her rob the building. If you approach her again after she moves to a different location, she'll ask to join the party. This is a good way to get a thief in your party if you have none and if you want to try the Black Lilly subplot.

Nieman, Oulam, Wheber, William: Zhentarim who will attack the party at AR0700 if Xzar or Montaron are not members of the group.

Chapter Six

Chapter Six seems like a setback, with few opportunities to improve your character. At this point, however, you've probably come as far as you can and are about to attack the final part of the problem facing you. You are arrested, you escape… and then it's back to Baldur's Gate.

Rieltar, Brunos

Subplot: Chapter Six

Location: AR2610 (Candlekeep, Level Three)

They will order the party to leave the room. If the party threatens them, they attack.

Koveras

Subplot: Chapter Six

Location: AR2608 (Candlekeep, Level One)

He will approach the party and try to convince them to kill the leaders of the Iron Throne. He will offer them a Ring of Protection+1.

Gatewarden

Subplot: Chapter Six

Location: AR2626 (Candlekeep, Chapter Six)

He arrives, with ten watchers, twenty minutes after the party enters Candlekeep. He will initiate a conversation and demand that the party surrender. If they do, the party will be taken to the Candlekeep dungeon.

Ulraunt

Subplot: Chapter Six

Location: AR2614 (Candlekeep, Level Six)

When the party is captured and thrown into the dungeon, he appears and tells them they're to be sent to Baldur's Gate for trial. Tethtoril will appear a few moments after he leaves.

Tethtoril

Subplot: Chapter Six

Location: AR2626 (Candlekeep, Chapter Six)

Experience Points: 9600 (for completing Chapter Six)

He will approach the party and tell them to go to Gorion's old room, where Gorion left some things for the player's character.

When the party is in prison, he will approach them after Ulraunt leaves and free them, taking them to a different location.

Chapter Seven

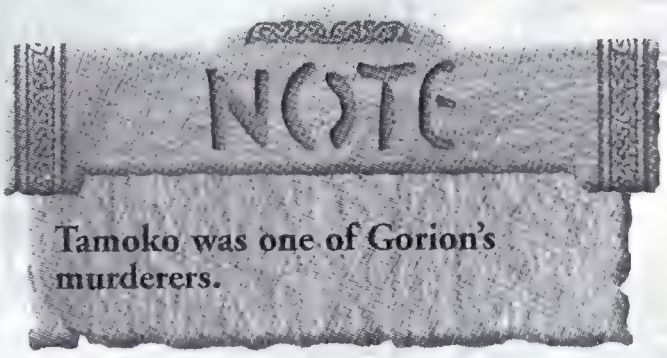
This is it, the climax to the story. You face your toughest challenges here, but if you survive, you win.

Tamoko

Subplot: Chapter Seven

Location: AR0800

She approaches the party near the Sorcerous Sundries and tries to get them to investigate Eltan. Later, at AR1100, she



will try to convince the party not to hurt Sarevok. If they do not agree, she will attack. If they do agree, she leaves for the Undercellars.

Flaming Fist hunters

Subplot: Captured

Location: Any area within Baldur's Gate

Whenever the party is in any area within the Baldur's Gate walls for more than five minutes, a Flaming Fist hunter will appear and initiate a conversation. If the player surrenders, they will be taken to prison, where they will meet Angelo.

Angelo

Subplot: Captured

Location: AR0607 (Flaming Fist HQ, Level Two)

If the party is captured by the Flaming Fist, he will appear and talk to them, then send them to the Flaming Fist's prison.

If Shar-Teel is a member of the party when they are imprisoned by Angelo in Chapter Seven, she will talk to Angelo, who will release them.

Neb

Subplot: Captured

Location: AR0607 (Flaming Fist prison)

He's a mage being held in the cell next to the party. If the party gives the correct answer to his riddle, they'll be taken to AR1100.

Eltan

Subplot: Eltan

Location: AR0608 (Flaming Fist HQ, Level Three)

He's being poisoned by Rashad, his healer, and it's up to the party to rescue him. Once Rashad is dead, the Duke will become part of the group's inventory. If they get him to the Harbor Master in AR1200, the Harbor Master will take care of him.

Rashad

Subplot: Eltan

Location: AR0608 (Flaming Fist HQ, Level Three)

He's trying to poison Eltan. When the party enters, he will start a dialogue with them, then attack. The players must kill him to rescue Eltan.

Husam

Subplot: Harpers

Location: AR0800

If the player spoke with him in Chapter Five, he will initiate a dialogue with the group, telling them some rumors.

Later, the party will encounter him again at the Blushing Mermaid, where he will ask them to follow him. If the party agrees, he will bring in six shadow thieves in AR0600 and tell the group that he wants them to kill Slythe and Kristin. He will then depart for the Ilmater Shrine.

If the group approaches him later at the Ilmater Shrine and tells him Slythe and Kristin are dead, he will suggest that they use the sewers to get into the Palace. One of his men will be waiting for them in the northern sewers.

Shadow Thief

Subplot: Harpers

Location: AR0225 (Sewers)

He takes the party to a particular point and tells them this is the entrance to the palace. The party will then appear in the palace.

Belt, Liia Jannath, and Sarevok

Subplot: End scene

Location: AR0108 (Ducal Palace, Level One)

Belt and Liia are involved in a dialogue in the ballroom when the party enters. Six noblemen then turn into dopplegangers and attack them. When the dopplegangers are dead, the players speak with Belt or Liia in a dialogue involving Sarevok. At the end of the conversation, Sarevok turns hostile and attacks. When 10 seconds have passed, he leaves, to reappear in AR0125, the temple of Bhaal.

If both Liia and Belt are killed, Sarevok still turns hostile. Angelo arrives and attacks the player's main character. Six Flaming Fist mercenaries appear and attack the party, concentrating on the main character. Six more mercenaries appear every ten seconds, until a total of sixty have appeared, triggering the end of the game. You lose.

However, if the player survives Sarevok's attack for ten seconds and Belt or Liia are still alive, talk to them. They will tell you where Sarevok is.

Sarevok

Subplot: Winning the game

Location: AR0125 (Temple of Bhaal)

The party must still find Sarevok within the Temple of Bhaal.

To get to him, the party must talk to Denkod in AR0153 (Thieves' Guild). He tells you to go down the stairs. Make your way through AR0146 (the Thieves' Guild Maze). Watch out for the traps! Then go through AR123 (Elder Undercity) to reach AR0215 (Temple of Bhaal). Angelo, Tazok, and Semaj will be there too.

Kill Sarevok and win the game.

Just remember, it must be a physical attack. Sarevok can't be hurt by magic.

Other Character Encounters

Subplot: None

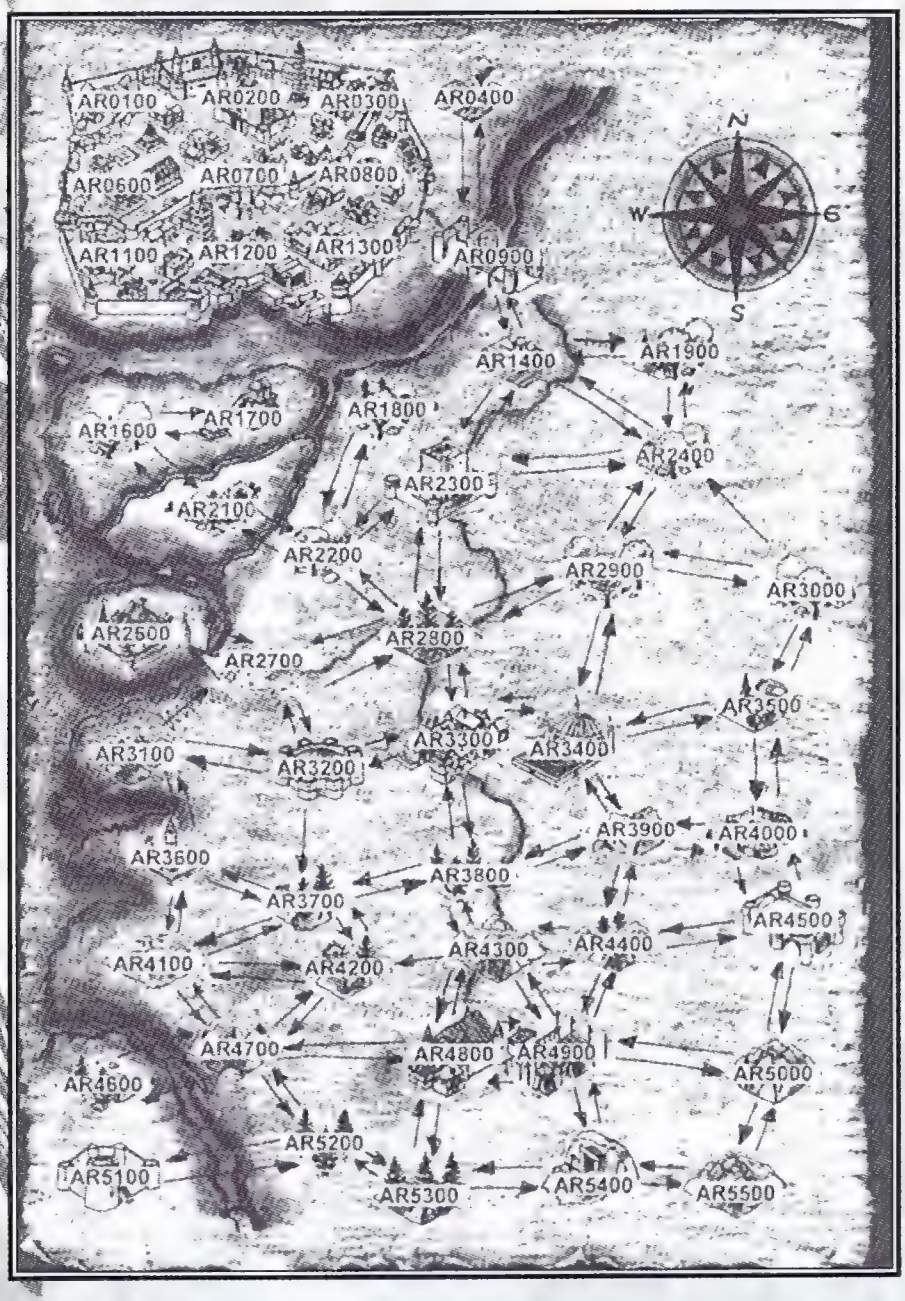
Locations: Various

Kolvar: He meets with the party at AR1200 if Xzar or Montaron are in the group and tells them about what's been happening in Baldur's Gate since they left.

Krystin, Slythe: Assassins who will attack the party in the Undercellars. They must be found and killed to win the Harpers subplot. They also carry invitations to a party on their bodies that you will need.

Section IV

The World of Baldur's Gate



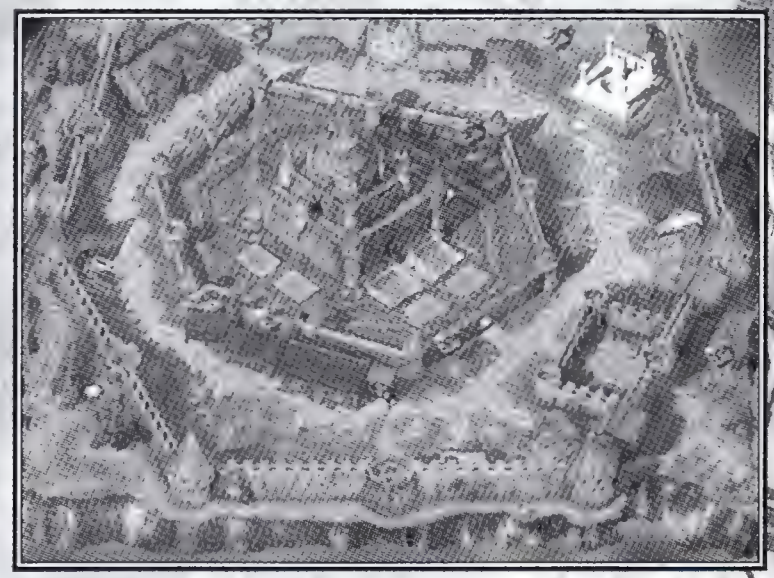
This map shows the fifty different areas that make up the world accessible to you in *Baldur's Gate*. Each represents a different game screen.

Each area is identified by the letters "AR" for Area, and a four-digit number in the hundreds, AR0100, AR0200, and so on. Sub areas—such as the interiors of buildings—can be numbered within their specific areas. For instance, Candlekeep is located in AR2600, while the main floor of the Candlekeep Inn is identified as AR2616, and the inn's upstairs area is AR2617.

Refer to this map as you go through this section to determine those areas you must travel through or to in order to complete the game.

Game Introduction

When *Baldur's Gate* begins, your character is within the walled fortress of Candlekeep. (AR2600)



What you must do

- *The only thing you must do is talk to Gorion and follow him as he leads you to the next area. (AR2700)*

Things you can, and probably should, do

- *Look around and familiarize yourself with how to move your character, fight, find things, and use the buy/sell screens.*
- *Buy yourself some decent armor and weapons from Winthrop at the Candlekeep Inn. You're going to need them.*
- *Talk to Imoen inside the inner keep. If you answer her nicely—and don't tell her to leave you alone—she'll show up later and become a traveling companion. Don't turn her down! Imoen is a valuable companion. She's a thief, and she carries a powerful magic wand that will prove useful on your journey.*

Special dangers

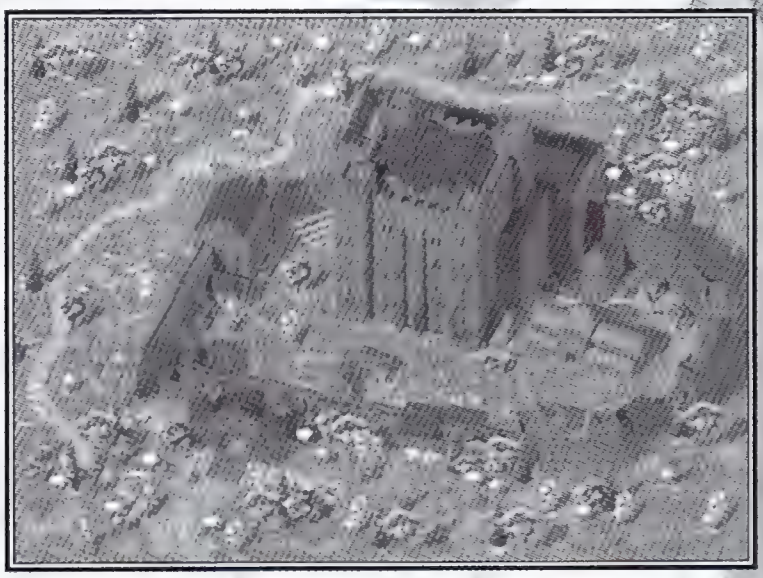
- *Assassins wait for you in the priest's quarters and in the bunkhouse. Both are easily defeated.*

Areas to visit

- *AR2600 (Candlekeep)*

Chapter One

Chapter One proper begins after Gorion's death. You have a hint that you may find help with Khalid and Jaheira at the Friendly Arm Inn.

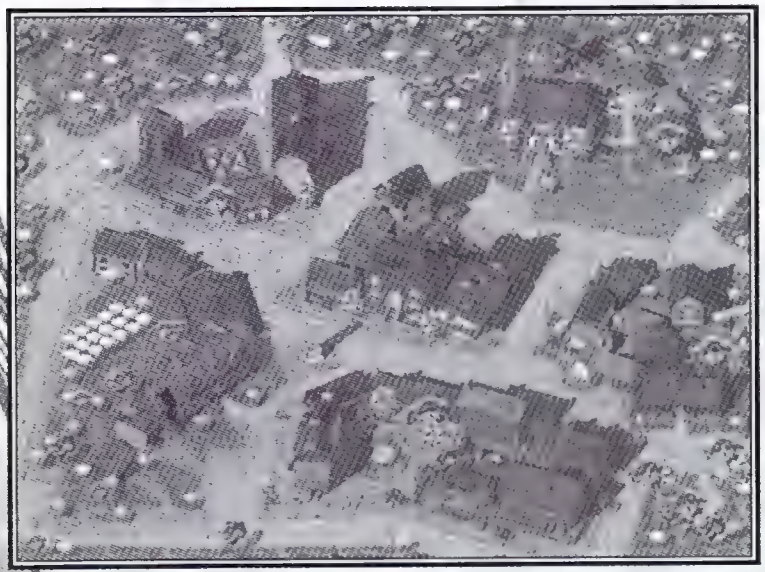


The Friendly Arm Inn

What you must do

- *Go to the Friendly Arm Inn. (Technically, you don't need to visit the inn at all, but your character probably won't be strong enough to face the challenges he'll meet to the south just yet. Khalid and Jaheira are valuable companions, and there are things to be learned here.)*
- *When you're ready, head south toward Beregost.*
- *After Beregost, continue on toward Nashkell.*

Things you can, and probably should, do



Beregost

- *Talk to Khalid and Jaheira in the Friendly Arms Inn. Accept their offer to join your party. It is not necessary that they join you, but they are good characters and will be very useful on the coming quest.*

Special dangers

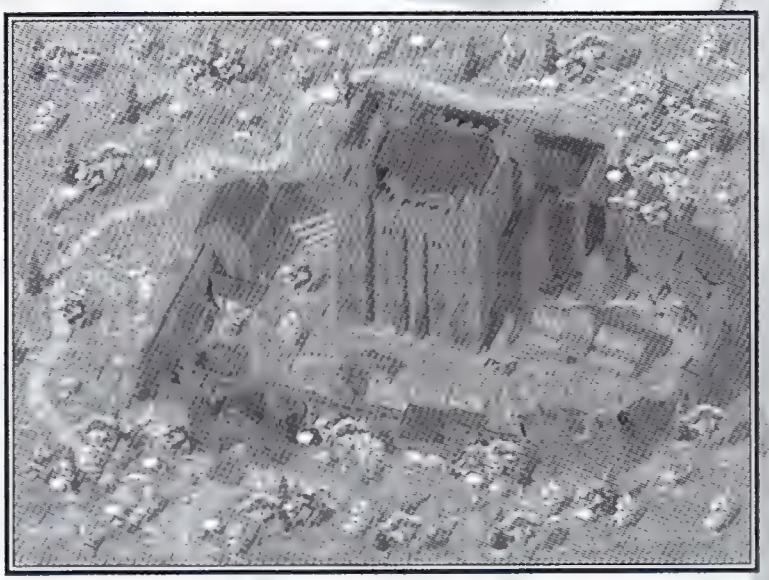
- *Wolves and gibberlings in AR2700 and AR2800.*
- *A mage assassin named Tarnesh will attack you on the steps of the Friendly Arm Inn, using magic.*
- *If you follow the road around the Friendly Arm Inn, in AR2300, you will encounter three groups of two hobgoblins apiece. You may need to come back and deal with these brutes later, when your character is stronger.*
- *Bandits and kobolds will attack the party in AR2800, north of Beregost.*
- *Two ogrillons will attack the party in AR3800, south of Beregost.*
- *Six hobgoblins wait for the party in AR4300, north of Nashkell. They will attack after the road makes a sharp swing to the west. Once the hobgoblins have been dispatched, a party of bandits will attack further down the road.*

Areas to visit, in order

- *AR2700 (Begin here after Gorion is killed.)*
- *AR2800*
- *AR2300 (Friendly Arms Inn)*
- *AR2800*
- *AR3300 (Beregost)*
- *AR3800*
- *AR4300*
- *AR4800 (Nashkell)*

Chapter Two

The chapter begins as you enter Nashkell.



Nashkell

What you must do

- *To complete this chapter, you must find Mulahey in the lowest level of the Mines of Nashkell, kill him, and secure his letters.*

Things you can, and probably should, do

- *Talk to Berrun Ghastkill, mayor of Nashkell. He'll offer you a reward for cleaning out the Nashkell Mines.*
- *Visit the Nashkell Fair, east of town. You can buy weapons or sell extra gear you've accumulated along the way.*

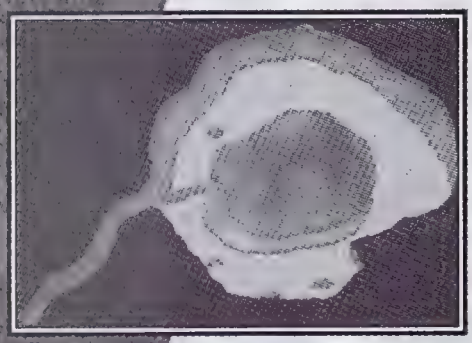
Special dangers

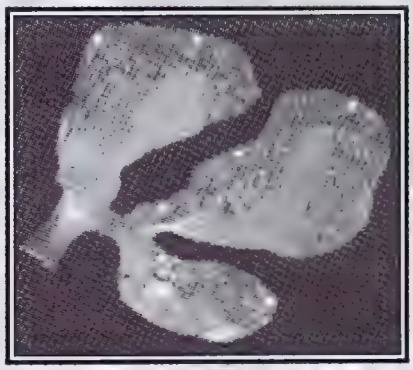
- *An assassin named Neira will attack you in the Nashkell Inn.*
- *Kobolds attack on Level 2 of the mine. More kobolds attack the deeper into the mines you go.*
- *On Level 3, there are traps on some of the tunnels. There is also a trap in the room just before you reach the entrance to Level 4.*
- *On Level 3, you will be attacked by a giant spider and by a ghoul as you pass a large, oval room to the south side of the level. You should try to kill these threats before continuing further. Otherwise, you will find yourself surrounded, fighting them and a large force of kobolds.*

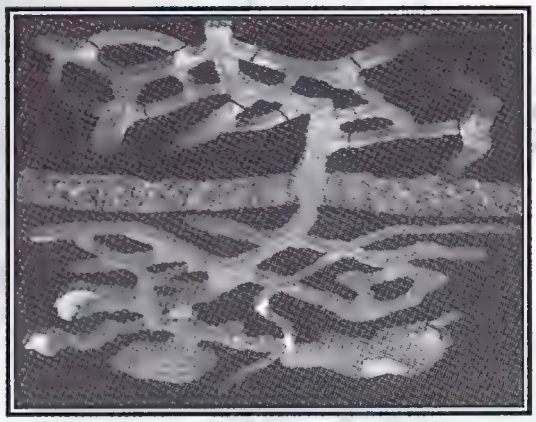
- *On Level 4, a few kobolds attack as you approach the entrance to the cavern on the island.*
- *Inside the cavern you will encounter Mulahey, who will attack you with a large force of kobolds and animated skeletons. Mulahey himself is a powerful opponent, who wields considerable magic.*

Areas to visit, in order

- *AR4800 (Nashkell)*
- *AR4900 (Nashkell Fair)*
- *AR5400 (Nashkell Mines entrance)*
- *AR5401 (Mines, Level 1)*
- *AR5402 (Mines, Level 2)*
- *AR5403 (Mines, Level 3)*
- *AR5404 (Mines, Level 4)*
- *AR5405 (Cavern in island in Level 4) You must kill Mulahey and get his letters in the southern room of the cavern.*







Chapter Three

Chapter Three begins when you get the letters from Mulahey.

What you must do

- *You must kill the bandits in Tazok's tent, get the letters he has in a chest, and read them.*

Things you can, and probably should, do

- *Rescue the elf Xan from Mulahey's cave. The character is weak, but has some excellent and useful spells.*
- *Find Mayor Berrun Ghastkill in Nashkell and talk to him. He'll give you a reward of 900 gp for cleaning out the mines.*
- *Talk to Elminster in Beregost—the old man you met on the road in Chapter One. He'll give you a hint about where to look for the Bandit Camp.*
- *Find Tranzig in the Feldpost Inn in Beregost. If you get into a fight with him and wear him down to 5 or fewer hit points, he'll take you to the next place you have to go—the Bandit Camp at AR1900.*
- *If you can't get to Tranzig to cooperate, explore AR2900 and AR2400. Teven and Raiken patrol those areas and will try to rob you if you encounter them. You may be able to join their bandit party, or surrender to them, in order to be taken to AR1900.*

Areas to visit, in order

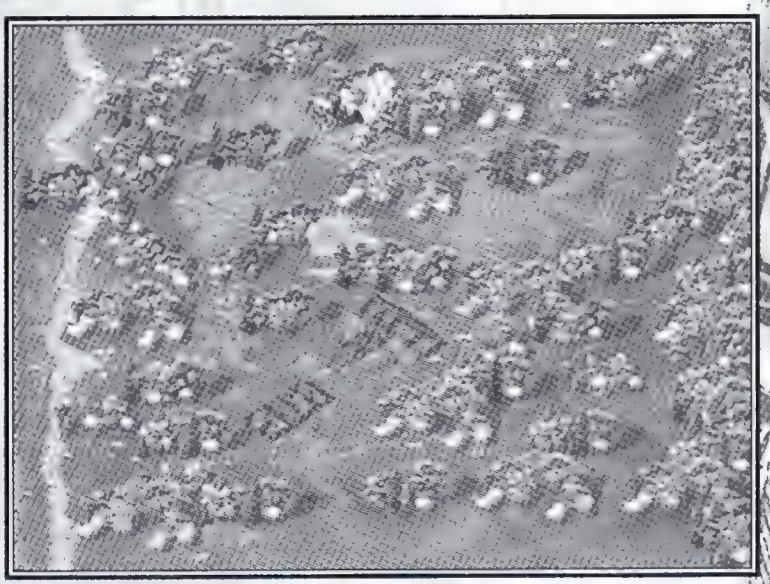
- *AR5400 (You'll have to come up through all the levels of the mine and emerge again on the surface, in AR5400).*
- *Several alternate paths are open to you. You can talk to a bandit named Raiken in AR2400 or you can talk to a bandit named Teven in AR2900, or you can fight with a bandit named Tranzig at the Feldpost Inn in*

Beregost. The player may surrender to or join the party of Raiken or Teven. If they fight Tranzig, they must reduce him to five hit points or less. In either case, the players will then be taken to AR1900 and the bandit camp.

- *AR1900 (Bandit Camp).*
- *AR1901 (inside Tazok's tent) The player must kill the bandits and get the letters inside a chest to read them.*

Special dangers

- *Bandit attacks in AR2400.*
- *An assassin-mage named Nimbul will attack you in Nashkell.*
- *If you haven't finished off those hobgoblins in AR2300, outside the Friendly Arm Inn, they're still there.*
- *Once you're taken to the Bandit Camp, Tazok may attack to test your mettle.*



The Bandit Camp

- *You'll have to fight and kill the bandits in the tent to get Tazok's letters and complete the chapter.*

Chapter Four

Chapter Four begins as the party leaves the Bandit Camp.

What you must do

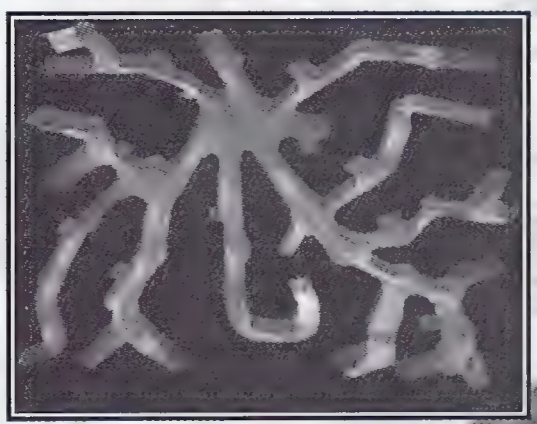
- *You must penetrate the Cloakwood Mines, reach the bottom level, and kill Davaeorn.*

Things you can, and probably should, do

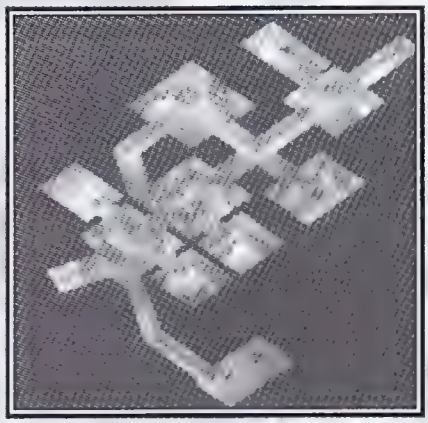
- *Rescue Yeslick, a dwarf imprisoned by Davaeorn and Rieltar on the Third Level. He has important information about how to complete this chapter.*
- *You'll need to find a hidden door to slip into Yeslick's cell without going through the banquet hall and all those soldiers. You might try sending someone through that way who is invisible and who can detect traps. Once you've killed the two guards in the room outside Yeslick's cell, you'll find the secret door.*
- *Search carefully for traps as you enter the Fourth Level. If Davaeorn knows you're coming, he'll prepare for you.*
- *Be ready for Davaeorn! Have your magical potions ready to use instantly! If you get the jump on him, you might be able to cut him down before he can react! If you try slugging it out toe-to-toe, it's going to be a long and deadly fight.*

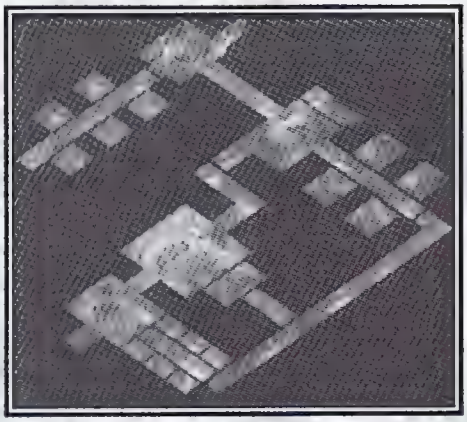
Areas to visit, in order

- *AR1900 (Bandit Camp)*
- *AR2200 (beginning of Cloakwood Forest)*
- *AR1800 (surface level of the Cloakwood Mine)*
- *AR1801 (Mine, Level 1)*
- *AR1802 (Mine, Level 2)*



- *AR1803 (Mine, Level 3)*
- *AR1804 (Mine, Level 4) Kill Davaeorn.*





Special dangers

- *If you go to AR1700 (the only path to AR1800), you'll encounter some wyverns. There are several inside the cave, as well.*
- *You will encounter Drasus and some very strong opposition inside the large mine compound in AR1800. Have your magic ready, and move quickly!*
- *On Level 3, there are trapped corridors, and the banquet hall is filled with Davaeorn's warriors. Watch your step here!*
- *On Level 4, you face Davaeorn himself. Have your best magic ready. If possible, prepare all members of your party with various magic-protection potions; as an alternative put all of your magic into one character and have the rest stand back.*

NOTE

You can take Davaeorn's key and flood the mines, as Yeslick suggests, by using it on the large, round door or gateway in a tunnel on the north side of the level. This will release the water and flood the mine. The characters will find themselves back on the surface in AR1800. If you opt for this path, however, try to rescue the miners first, so your reputation doesn't take a major hit. You don't need to flood the mines to successfully complete the chapter.

- *If you kill Davaeorn, you'll want to check around his apartment for loot. Check for traps. Also, watch out for a mustard jelly in the treasure storeroom to the southwest. It spews clouds of poisonous gas.*

Chapter Five

Chapter Five begins after you have successfully killed Davaeorn.

What you must do

- *Go to the Seven Suns Trading Coster and kill the dopplegangers.*
- *Talk to Duke Eltan.*
- *Find the Iron Throne Base and kill everyone there.*
- *Find Duke Eltan in the Flaming Fist HQ and talk to him.*

Things you can, and probably should, do

- *Begin buying or acquiring all of the magical potions and items you can manage. For the final battle, you'll want to have a potion of strength—a Potion of Storm Giant Strength works well, especially if you have a fighter/thief to use it. Any potions that will let the party move quickly (haste) is invaluable. Acquire as many fire defense potions and rings as you can. Other potions of strength, heroism, defense, and invulnerability will all be necessary for tackling the final battle.*

Areas to visit, in order

- *AR1800 (Cloakwood Mines)*
- *AR2300 (Friendly Arm Inn)*
- *AR1400*
- *AR0900 (Scar, Captain of the Guard, will tell you to go to the Seven Suns Trading Coster and investigate strange goings-on.)*
- *AR0800*

- *AR0700*
- *AR1200*
- *AR1100*
- *AR0601 (Seven Suns Trading Coster, Level 1, located in AR1100, despite what the numbers might suggest) Kill all dopplegangers.*
- *AR0602 (Seven Suns Level 2) Kill all dopplegangers.*
- *AR0603 (Seven Suns, Level 3) Kill all dopplegangers.*
- *AR1100*
- *AR0607 (Flaming Fist HQ, Level 1) Talk to Scar, and he will take you outside. Talk to him again and he takes you to AR0608.*
- *AR0608 (Flaming Fist HQ, Level 3) Talk to Duke Eltan again. He tells you to go to AR1200.*
- *AR0612 (Iron Throne, Level 2)*
- *AR0613 (Iron Throne, Level 3)*
- *AR0614 (Iron Throne, Level 4)*
- *AR0615 (Iron Throne Base) Kill everyone on this floor.*
- *0608 (Flaming Fist HQ, Level 3) Talk to Duke Eltan again. He takes you to AR2600, Candlekeep.*

Special Dangers

There are literally too many to mention, since every possible subplot has its own pitfalls, threats, and dangers. Some notable ones, however, include the following:

- *Marek and Lothander, who poison you.*
- *The dopplegangers infesting the Seven Suns trading coster.*

- *The dopplegangers in the merchant's league.*
- *The hordes of bad guys in the Iron Throne headquarters.*

The City of Baldur's Gate

Baldur's Gate is so large that it encompasses no fewer than nine area maps in the game… not counting city sewers, undercellars, and building interiors! Pictured here are the nine surface areas of the city, with lists of a few of the more prominent landmarks you'll be visiting.

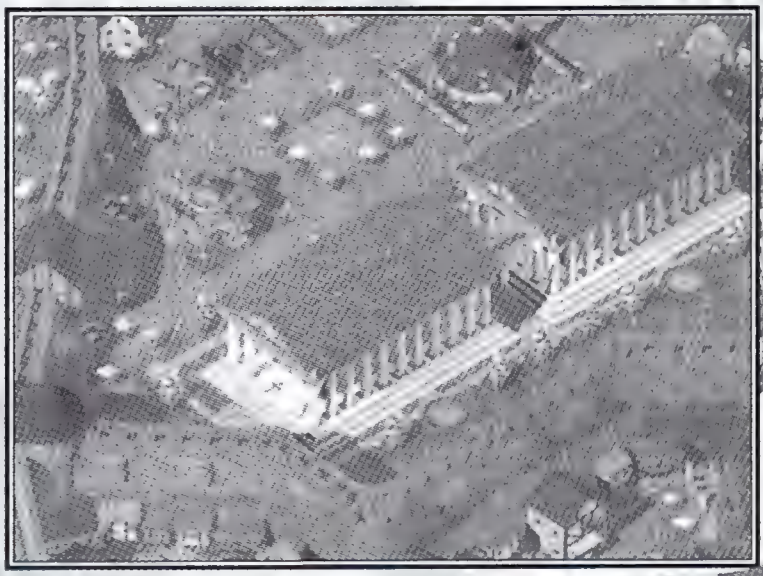
- *Entar Silvershield's Estate*
- *Helm and Cloak*
- *Ramazith Home*
- *Three Old Kegs*
- *Ducal Palace*
- *Oberon's Estate*
- *Temple of Helm*

AR0100: The northwestern portion of the city

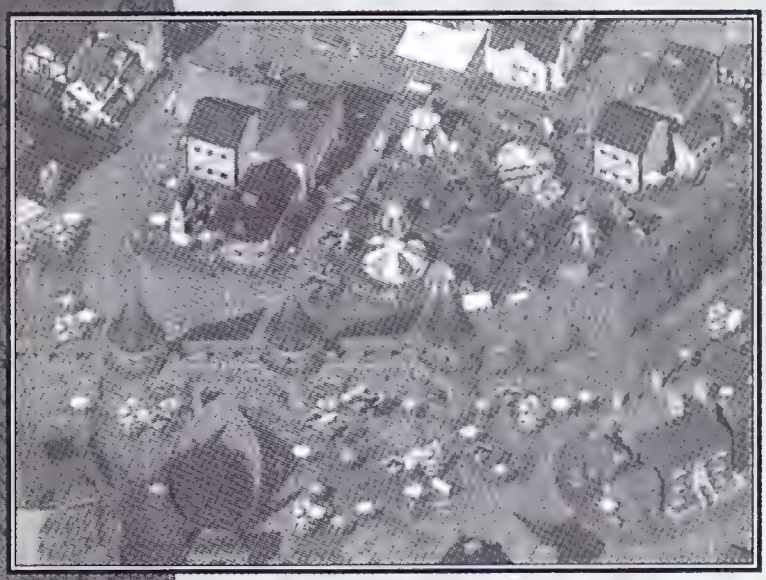
AR0200: The north-central portion of the city

- *Temple of Oghma*
- *Blushing Mermaid*
- *Splurging Sturgeon*
- *Ilmater's Shrine*
- *The Lady's House*
- *Ragefast's House*
- *High Hall of Wonders (two buildings)*

AR0300: The northeastern portion of the city



AR0600: The western portion of the city



AR0700: The central portion of the city

AR0800: The eastern portion of the city

AR1100: The southwestern portion of the city

- *The inner wall gate*
- *The carnival, including the Fortune Teller's Tent and the Gambling Tent*
- *Elf Song*
- *Thieves' Guild Front*
- *Merchant League*
- *Seven Suns Estate*
- *Flaming Fist Headquarters*
- *The Water Queen's House*
- *Low Lantern*

AR1200: The south-central portion of the city

- *Harbor Master's House*
- *Iron Throne*
- *Main Gate entrance to the city*
- *Blade and Stars*
- *The sewers*
- *The Undercellar*
- *Thieves' Guild Maze*
- *The Undercity*
- *The Temple of Bhaal*

AR1300: The southeastern portion of the city

Chapter Six

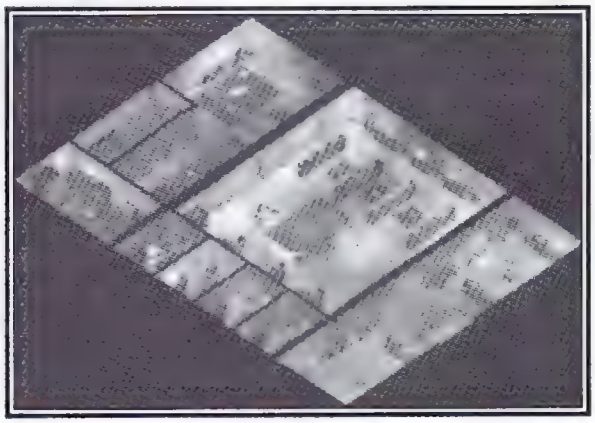
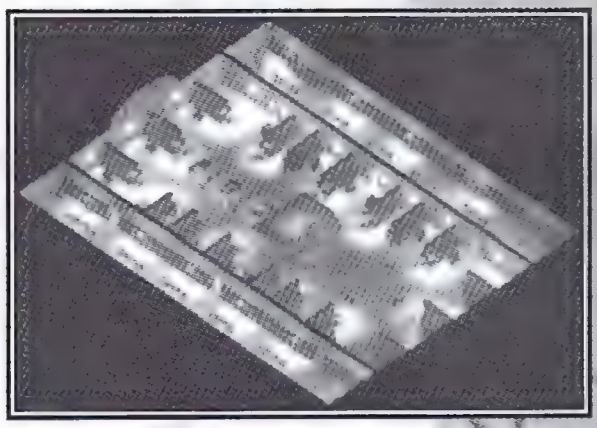
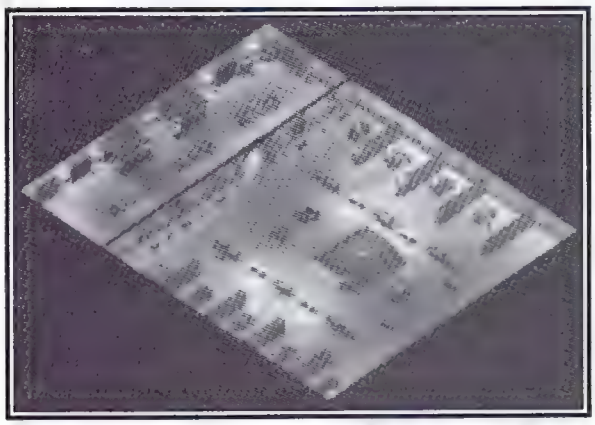
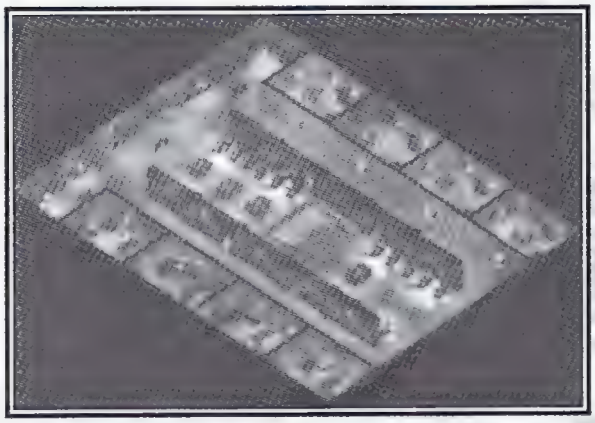
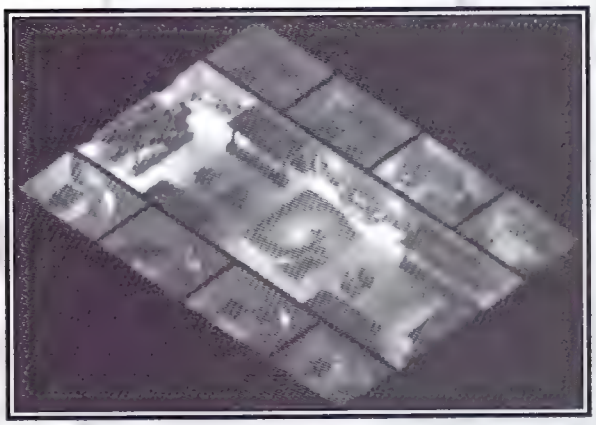
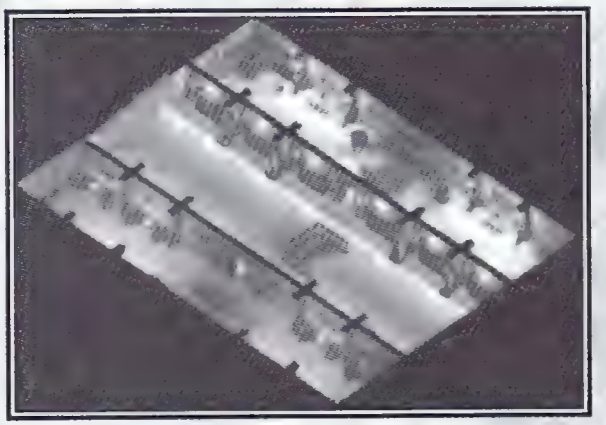
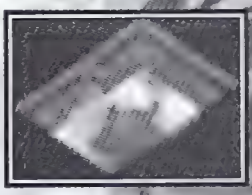
Chapter Six begins as you are taken back to Candlekeep.

What you must do

- *You will be captured and imprisoned.*
- *Tethoril will set you free.*
- *Find the crypts and the caverns beneath Candlekeep.*
- *Exit the caverns outside the walls of Candlekeep.*

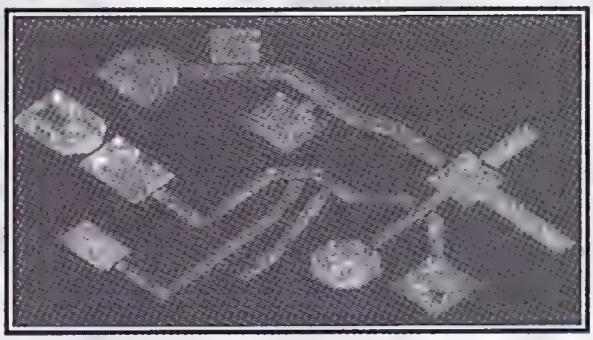
Things you can, and probably should, do

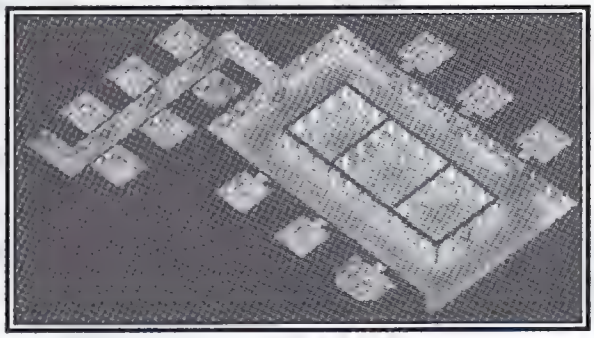
- *The library of Candlekeep is the repository of countless volumes and scrolls, including many scrolls containing powerful magic spells. If you can do so before you are captured, secure as many of these magical documents as you can. Be especially alert for scrolls of invisibility, invulnerability, and strength. You'll soon need them!*

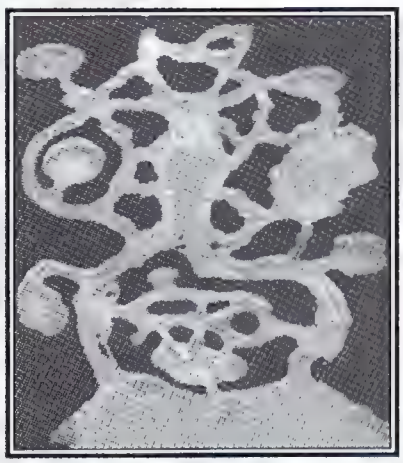
Special Dangers

- *The crypts beneath Candlekeep are heavily trapped, and there are ghouls, dopplegangers, and other undesirables down there. Watch your step!*





- *These are the Crypts of Alondo, reached from the secret library in Candlekeep. You must work your way through them to the catacombs below.*



- *Beneath the Crypts of Alondo are the catacombs, a maze of caverns which will take you through to relative safety beyond the walls.*

Chapter Seven

Chapter Seven begins when you escape from Candlekeep.

What you must do

- *You must find and fight Cythandria, in AR0615, or rescue Duke Eltan, or talk to Tamoko. One way or another, you must find out about the undercellars.*
- *Within the undercellar, you must fight Slythe and Kristin, then find scrolls with an invitation to Duke Eltan's party.*
- *You must enter the Ducal Palace, where you will kill six nobles who turn into dopplegangers.*

- *Talk to either Liia Jannath or Belt.*
- *Survive for ten seconds when Sarevok attacks you.*
- *Talk to Liia or Belt again. They tell you where Sarevok is, and you are taken there.*
- *Go to the Thieves' Guild and talk to Denkod. He tells you to go downstairs.*
- *Enter the Thieves' Guild Maze, survive the traps, and reach the Elder Undercity.*
- *Enter the Temple of Bhaal, and kill Sarevok.*

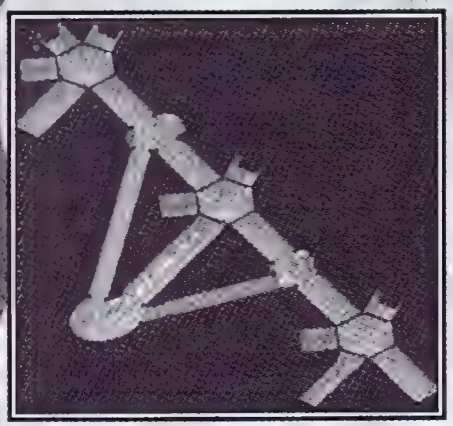
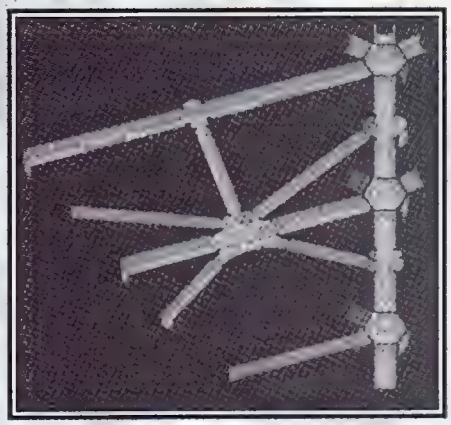
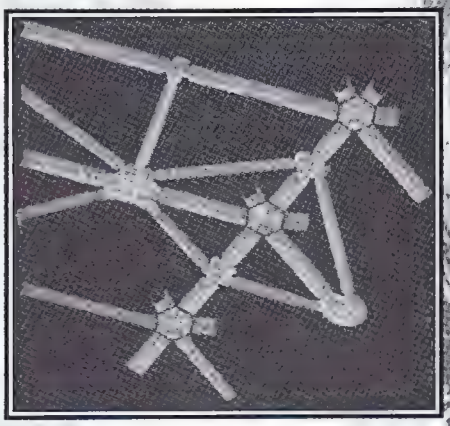
Things you can, and probably should, do

- *Gather all of the potions, charms, amulets, and magical items you can. You're going to need them in the big, final confrontation.*
- *Don't neglect your physical weapons, however. Some of your opponents—Sarevok in particular—are immune to magic. You'll need lots of arrows and any other missile weapons you can find to deal with Sarevok and his minion Tazok.*

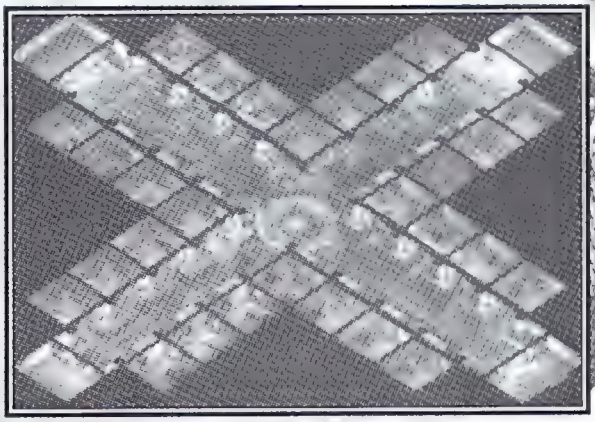
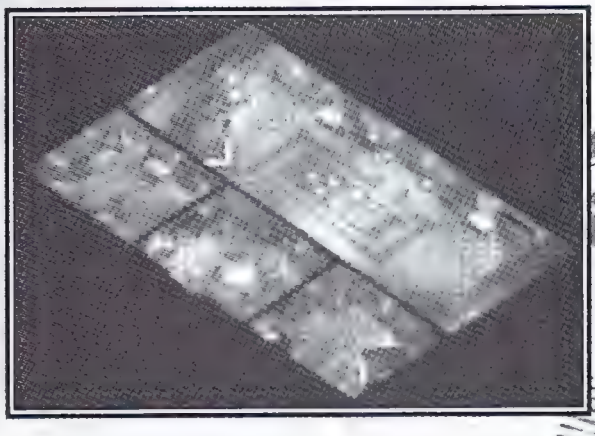
Areas to visit, in order

- *AR2626 (outside the walls of Candlekeep)*
- *AR1200 (south-central portion of Baldur's Gate)*
- *AR0612 (Iron Throne Base, Level 2)*
- *AR0613 (Iron Throne Base, Level 3)*
- *AR0614 (Iron Throne Base, Level 4)*

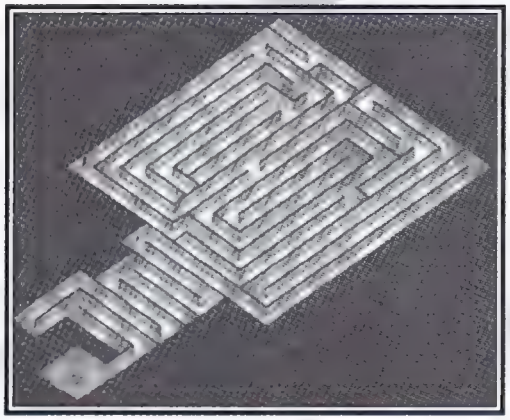
- *AR0615 (Iron Throne Base, Level 5) Fight Cythandria, who tells you about the Undercellar.*
- *AR0225 (Sewers)*

- *AR0112 (Undercellars) Fight Slythe and Kristin. Find scrolls with invitation to Duke Eltan's party.*
- *AR0200 (Enter Ducal Palace.)*
- *AR0108 (Ducal Palace, Level 1) Kill six nobles who turn into dopplegangers. Talk to Liia Jannath or Belt. When Sarevok attacks, survive for ten seconds. Talk to Liia or Belt again. They tell you where Sarevok is, and you are taken there.*
- *AR0153 (Thieves' Guild) Talk to Denkod. He tells you which way Sarevok went, and says to go down the stairs.*

- *AR0146 (Thieves' Guild Maze) Watch out for the traps!*
- *AR0123 (Elder Undercity)*
- *AR0215 (Temple of Bhaal) Kill Sarevok and win the game.*



Special dangers

- *Sarevok, obviously. He is immune to both magic and fire and is extraordinarily powerful.*
- *Tazok, Sarevok's lieutenant. He will escape most magical attacks with a saving throw, is resistant to fire, and requires many hit points to fell him. He deals out a tremendous amount of damage with each attack.*
- *Samej, a mage working for Sarevok. He is immune to ordinary missiles and to fire.*
- *Angelo, another of Sarevok's lieutenants, is a fighter/mage who uses poison arrows and exploding arrows, firing them extremely quickly under the influence of a haste spell. He is immune to ordinary missiles and resistant to fire.*

So, you think you did it? Fought all the way through to the end, killed the big, nasty boss and walked out triumphant? Congratulations.

But... the world of *Baldur's Gate* is calling you still. The wonder of a role-playing game like *Baldur's Gate* is that every game is different.

If you made it through this time as a fighter, don't you wonder what it would be like to do it again as a mage, employing magic instead of your brawny right arm?

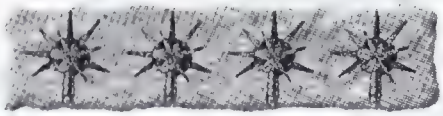
Or try one of the other races that inhabit Faerun; a halfling, or perhaps a dwarf.

No matter what you select, your next game is guaranteed to be as thrilling as the first...

...and very, very different!

Section V

The Secrets

Rating: 

Chapter One

Unshey

Her girdle is on an ogre in the northeastern section of AR2800.

Chapter Two

Brage

Brage can be found in AR4100, far to the west of Nashkell. The answer to his riddle is "Death."

Mulahey

Mulahey can be killed easily enough if you send the character with the best armor class to block off the passage to the north of Mulahey's cavern. All of the skeletons and kobolds he summons will be coming from that direction. If your best-armored character can hold off the skeletons with an area defense—they won't all be able to attack him at once—the rest of your characters can deal with Mulahey inside his chamber.

Hit Mulahey fast and hard with quick weapons and magic missiles or darts. When he talks to you, don't spare his life. It's a trick, and he's just going to attack you again.

Chapter Three

The Bandit Camp

The bandit camp you must find is in AR1900. That area will not be accessible, however, until you meet up with one of the following:

- ***Raiken:*** *The bandit Raiken can be found in the northeastern corner of AR2400.*
- ***Teven:*** *The bandit Teven can be found in the southwest corner of AR2900.*
- ***The captured bandit:*** *The captured bandit can be found in AR2800.*
- ***Tranzig:*** *Tranzig can be found at Feldpost's Inn, in the southwestern corner of Beregost. Reduce him to five hit points or fewer and he'll surrender and tell you about the bandit camp.*

Fighting Tazok

Keep your distance from this guy, and stick to ranged weapons. He can absorb a *lot* of damage. Do not use magical spells that have a saving throw—spells like hold or stinking cloud.

Remember that it isn't necessary for you to kill all of the bandits, and, in fact, you probably won't be able to kill Tazok in Chapter Three, since he'll be making another appearance later. All you need to do is grab the letters in that chest and *run*!

Chapter Four

Finding the Cloakwood

Enter the Cloakwood at AR2200. The mines are in AR1800, to the north of AR2200.

Ettacaps

These are really nasty monsters that hang around in the same areas as giant spiders. You'll meet them in several areas throughout the game, but they're especially common in AR2100. Make sure you buy lots of poison antidotes before going into ettacap territory. Use your thief to check for their traps. Try to fight ettacaps at a distance, using bows and missiles.

If you spring an ettacap trap, all the captured characters can do is wait until they're free, then run for safety outside the trap's area of effect.

Finding Coran's Wyverns

If Coran—whom you'll meet on the bridge in AR2200—joins your party, he'll want to go hunting wyverns. If you don't find one within ten days, he'll leave the group.

There are wyverns in AR1700. Several are flying around loose, and there are two inside the cave on the area's east side.

Killing Davaeorn's Henchmen on the Surface

Drasus and the others who meet you in the mines are quite powerful. Various spells might help here: if you have a summon monsters spell, you can create a horde of monsters to take the damage for you. Use arrows of detonation, if you have them, and throw lots of fireballs. If you have potions of speed, heroism, magical resistance, giant strength, or invisibility, all will help. Some of these you'll have come across on the bodies of your foes earlier in your quest. Others, you'll need to buy from shops dealing in magical items. There's one of these in Nashkell, and you may find some useful potions at the Nashkell Fair.

You should keep back some potions during this first fight, however. You'll need magical potions—invisibility is especially useful—to get through all of the mine levels and to face Davaeorn at the end.

Getting through Level Two

You have two main approaches here. If you go straight southwest from your entry point, you'll enter a short, zigzagging hallway with a fireball trap. Just beyond is a banquet hall with lots of bad guys, armed and ready for you. It's going to be a long, hard battle!

A sneakier approach is to follow the long passageway to the southeast, then to the southwest. You must kill two ghosts here, which will attack you with noxious breath spells. At the end of the corridor, you will think you're at a dead end.

If you a have a thief and a Potion of Invisibility, you can send her back around to the trapped corridor, slip through the banquet hall unseen, and kill the two guards in the room beyond. This will open a doorway into the dungeon area for the rest of your party.

Killing Davaeorn

Try to have all of your best magical potions lined up and ready to quick-use. Have your thief look for traps before going through the red-outlined door; if you make it, you might catch Davaeorn unaware.

Either load up one character with all the magical spells and potions you can muster and have him face Davaeorn with the rest of your party staying in the background, or try to protect everyone with Potions of Magic Resistance.

Flooding the Mines

Yeslick has suggested that you use Davaeorn's key to flood the mines. You can give the key to Yeslick and have him open the seal on the upper level of the mines. However, killing all of the innocent slaves in the place will give your party's reputation a major hit. If you can, tell the slaves they're free and let them go *before* you use the key.

However, you don't need to flood the mines to complete the chapter. Killing Davaeorn does that. You can simply leave with your reputation intact.

Chapter Five

Rinnie Needs a Book

You can buy "The History of the Unicorn Run" from Bentley Mirrorshade at the Friendly Arm Inn.

Fergus needs an Angel Skin Ring

You'll just have to keep your eyes peeled for this one. You'll find one on some dead monsters and inside some chests. These are randomly placed each time the game is played, but you'll come across one before too long.

G'axir the Seer Wants a Sphene Gem

These are also randomly placed. Just collect all the gemstones you find on the monsters you kill. You'll come across one eventually.

Mad Arcand wants a Ring of Folly

Travel west from where you meet Mad Arcand. Along the coast you'll find a ship. Search in the prow of the ship for the ring.

The Gnolls with Perdue's Sword

Look in AR3200, in the southeastern corner of the area.

The Poisoned Subplot

You must find the diviner in the fortune teller tent in the fair in AR0700. The proper question to ask is, "Who has the ability to release Lothander from his geas?"

Next, go to the Temple of Umberlee in AR1200 and talk to Jalantha. She will send you to the Temple of Tymorea in 0600, where you get a book from the priest. Take the book to Jalantha, and she will give you a scroll that will cure Lothander. He will give you the antidote.

Chapter Six

Getting In

You need a book worth at least 5000 gp to give to the gate warden to re-enter Candlekeep. Duke Eltan will give this to you in Baldur's Gate.

Getting Out

You *will* be captured. Let them take you to prison, where you endure a sermon from Ulraunt. Tethtoril will show up a few moments later and help you escape.

The Crypts

There are lots of traps here and some treasure as well. Use your thief to get through without tripping any of them.

Chapter Seven

Ned's Riddle

The answer is "33 children."

Belt and Liia

Be careful, here. If Belt and Liia are killed in the attack, the game ends. They *must* survive to tell you where to find Sarevok.

The Attack at the Duke's Party

Sarevok shows up with three minions: Samej, Angelo, and Tazok. All are invisible at first. Sarevok is a fighter with 100% resistance to any magic spells or attacks. Samej is a mage who uses area offensive spells, mirror-images, and who is immune to normal missile attacks. Angelo is a fighter/mage who uses haste spells and fires exploding and poisoned arrows very quickly. He also is immune to normal missiles. Tazok is just plain bad, with a lot of hit points and a lot of strength. All are immune to fire attacks.

Try using missile attacks on Sarevok and Tazok. Use haste potions for your own party, and kill Angelo as quickly as possible. It's probably a good idea to concentrate on killing Sarevok's friends. You'll have your chance at Sarevok himself later.

Killing Sarevok

In general, have your entire party drink as many potions as possible. Remember, some are only active for a few combat rounds, so try to have them ready to quick-use, and time their use carefully.

Sarevok is immune to magical attacks and to fire, so you'll have to get in close and dirty. Use conventional missile weapons on him… and try to have characters with magically enhanced armor and strength get in close for the kill.

The Potion of Stone Giant Strength you receive from Brage for solving his riddle could be an important factor in your final confrontation with Sarevok. Have a thief in your party take this potion just before trying to sneak up behind Sarevok and stab him in the back. The thief's enhanced strength, plus the bonus of a successful backstab attack, could be the key to success in that fight.

Fallout 2

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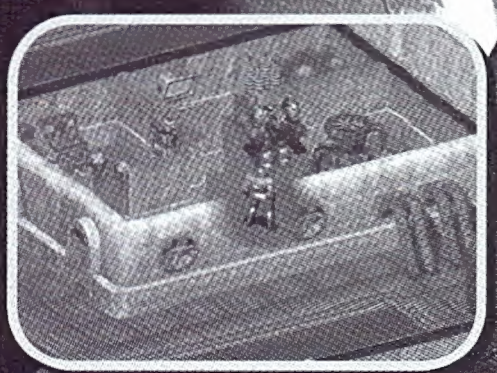

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FORGOTTEN REALMS

Baldur's Gate™

Official Strategy Guide

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